

Vehicle Actions and Maneuvers

Described in detail in the Genesys Core Rulebook pg 226

Vehicle critical hit chart is on pg 230.

Vehicles can benefit from one Pilot only action per round. Pilots can perform a second maneuver in a turn if both they and the ship spend 2 strain.

Pilot specific:

Maneuvers:

Accelerate: increase speed to new speed, take SS equal to speed difference minus 1. I.e. hard burns will strain the system if they aren't ramped up over multiple rounds.

Brace for Impact: If performed, when taking dmg, spend strain up to silhouette to reduce damage. May also spend SS to reduce incoming critical by 10 per point of SS, if critical is reduced to 0 it is cancelled.

Decelerate: decrease speed to new speed, take SS equal to speed difference minus 1. I.e. hard burns will strain the system if they aren't ramped up over multiple rounds.

Evade: Speed must be 3+, all attacks against are upgraded by 1.

Reposition: Move one range band. Must be at speed 1+

Actions:

Dangerous Flying: make a check based on the silhouette (1P per number) to overcome an obstacle. This action is situational based on the environment.

Gain the Advantage: select enemy, then make check based on chart below. Passing means that combat checks against that enemy are upgraded positively twice, and enemy checks are downgraded negatively twice.

Speed Difference	Difficulty
Same speed	2P
Faster than target	1P
Slower than target	3P
Significantly slower	4P

Non-Pilot:

Manuevers:

Move: get up and move around the ship, can be subject to damage from piloting maneuvers if unsecured and no inertial dampeners.

Overload System: Increase the output of a system (engines, weapons, etc) by channeling more power than designed. The GM may spend 2 threat to disable the weapon for up to 2 rounds, or spend a despair to destroy the weapon. The beneficial effect is situational depending on the system (overloaded engines might increase speed, overloaded weapons will increase damage, etc).

Actions:

Co-Pilot: (2P Piloting) Assist the main pilot by managing systems. Each success downgrades main pilot's next Piloting check.

Damage Control: Player can repair system strain. One character can make one check per encounter to repair Hull Trauma. May use Mechanics, Athletics (situational), or Operating.

Plot Course: Make a navigation check to find a course that

Jamming: Requires ECM suite, can make targeting more difficult

Scan Enemy: (3P Perception or Ship Knowledge) Understand the other ship's configuration and systems. Spend 2 advantage to get its current SS and HT values.

Hack Enemy: (3P Computers, modified by target security) Compromise opponent ship; removes black die from gunnery checks, can add system strain for two advantage. Triumph can shut down a weapons system. Opponent ship may cut off communications, disabling this action.

Point Defense: (variable) Make a gunnery check with a weapon in the firing arc facing an oncoming threat and attempt to destroy it before it impacts the ship. A weapon may only be used once per round during combat.

Attack: (variable) Make a gunnery check with a weapon in the firing arc facing the target vessel. A weapon may only be used once per round during combat.

Communications or Scouting:* In crowded space or terrestrial environments, it can be helpful to have a crew member paying attention to what other ships are in the area or what space traffic control (or other ships, stations, etc) have to say.

Fire Discipline:** (3P Leadership or Discipline) If successful, add one blue die to next gunnery check. May spend 3 advantage on this check to have all successful hits on the target do one additional system strain to the target (in addition to the rolled damage) until the start of their next turn.