ACTIONS

Plot Course [Astrogation (◆◆) or Perception (◆◆◆)]
On a success, each ☼ reduces the difficult terrain penalty on the next piloting check by ■.

Co-pilot [Piloting (◆◆)]
With a successful check, each un-cancelled ☼ 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.

Scan the Enemy [Computers (◆◆◆) or Perception (◆◆◆)]
On a success, roll twice for the next critical hit against the target and choose one result. Affect 1 extra critical hit per ☼☼. Any ⟳/⊕ rolled may be spent on attacks against the target to activate weapon qualities and score critical hits until the end of the round.

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, Silhouette 1-4]
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 (Varies)]
Damage to Hull Trauma/System Strain < ½ its threshold ➲ ◆
Damage to Hull Trauma/System Strain > ½ its threshold ➲ ◆◆
Damage to Hull Trauma/System Strain > Threshold ➲ ◆◆◆
Success = +1 System Strain and can be tried as many times as required.
Success = +1 Hull Trauma per uncancelled ☼, 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.

ASTROMECH ACTIONS

Standard Actions
An astromech can perform any of the following actions: **Damage Control/Repair, Plot Course, Co-pilot, Boost Shields, Scan the Enemy**, **Spoof Missiles** and **Fire Weapon**

Watch Your Back [Astromech only; Computers (◆◆)]
A socketed astromech can quickly identify threats the pilot may not see. The droid is capable of looking in all directions at once and can warn the pilot of an immediate threat. Each ☼ provides the craft with + 1 defense to a single defense zone until the astromech's next turn. Add one or more ■ to the check depending on-the size and chaos of the dogfight up to ■■■.

Target Lock [Astromech only; Computers (◆+)]
An astromech may perform a target lock. To perform this action, the astromech declares a target, making a *Computers* check with a difficulty determined as if attacking a target. To represent prioritizing multiple targets, add ■ as appropriate. A successful **Target Lock** action provides □ on the pilot's *Gunnery* checks against the declared target as well as one additional □ for each ☼☼ beyond the first. The target lock remains in place for one round, plus one additional round per ⟳⟳ generated on the check. Any ✿ generated indicates the number of turns an astromech must wait before another **Target Lock** action may be made.

ATTACK DIFFICULTY

Silhouette of Firer		
➢ Equal to or +/-1 than target	➲	◆◆
➢ Silhouettes 2+ Smaller than target	➲	◆
➢ Silhouettes 2 Larger than target	➲	◆◆◆
➢ Silhouettes 3 Larger than target	➲	◆◆◆◆
➢ Silhouettes 4+ Larger than target	➲	◆◆◆◆◆

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 (see below)

Speed 0: Cannot move

Speed 1: Maneuvers x 2 ➢ Close ➲ Short

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; Silhouette 1-4; 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, Silhouette 1-4; 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, Silhouette 1-4]
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 with the higher of the two values being the number of ◆, and the lower being the number of upgrades). 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 2 maneuvers.

Assist
Add □ to another character's next action.

ASTROMECH MANEUVERS

Pilot Only Maneuvers
Functionally, an astromech droid is capable of piloting a craft, and may take any pilot-only maneuvers if the pilot is otherwise incapacitated or occupied. If socketed, the astromech droid assists the pilot and may perform any one of the following maneuvers as part of its turn: Angle Deflector Shields, Assist and **Increase Power** (see below),

Increase Power [Astromech only, Silhouette 0-3]
Normally a vehicle's engines are optimised for speed, however as a maneuver, an astromech can re-route additional power to the engines from other systems. When an astromech performs **Increase Power**, the ship takes 2 system strain, and increases the ship's top speed by 1 for a number of turns equal the astromech's Intellect. This also reduces the craft's handling by 2, and the astromech may not perform a **Boost Shields** action in the same turn. This maneuver can be combined with the *Full Throttle* talent. Multiple uses of Increase Power on the same ship do not stack.

NPC ASTROMECHS

The actions and maneuvers of an NPC astromech are integrated into the pilot's actions and therefore provide a □ to one skill check per turn. After the check, the pilot may spend ⟳⟳⟳ or ⊕ to gain the benefit of one successful astromech action or maneuver. If this action requires a check to perform, the astromech is considered to have succeeded with ☼ and no ⟳ or ✿.