

STARSHIP COMBAT

The Clash

In classic “Bridge Crew” conflicts, not every character is rolling attacks, getting hit, or directly affecting an enemy – but everyone is contributing to victory in essential ways. Likewise, things like relative positioning, the difficulty of achieving certain objectives, and unusual maneuvers at high speeds or great distances are difficult to distil onto a two-dimensional surface. And so, all of these things are distilled into “The Clash.”

Whenever a player contributes to the conflict in a more abstract/narrative way, they may roll a relevant Trait as an action and get one **Clash Token** per success and raise into the team’s pool (kept on the Pilot’s Controls). Just as with Dramatic Tasks, anything that the player can come up with as a creative way to contribute can apply. A failure isn’t directly penalized, but a **Critical Failure** loses one **Clash Token**!

Unlike Dramatic Tasks, players aren’t attempting to accumulate a specific number of Clash Tokens to succeed. Instead, Clash Tokens are spent during the conflict to boost or enable other actions (see list). Players may perform actions that have their own benefits and thus DON’T give Clash Tokens:

- **Attack** – If you are at a station with a weapon OR you have another means of attacking, go for it!
- **Test** – The normal rules for **Tests** apply and can be very effective, utilizing Signal Jammers, weird maneuvers, even hailing the enemy, etc.
- **Support** – Concentrating fire, giving battle commands, coordinating complex plans are all Support actions.
- **Misc.** – Any action with its own effects, including using various ship systems like the Engineering Station or Scanner.

Essentially, if a character’s action already has established mechanical effects, it doesn’t also provide a Clash Token. Since movement is abstracted in this system, **Maneuvering** rolls DO generate Clash Tokens when done specifically for that purpose as an Action.

CLASH TOKEN COSTS AND EFFECTS:

- **(1) Damage:** Spend 1 Clash Token when hitting to increase Wounds by 1 (this can't improve "no effect" but can improve a 0). Can't spend more than one Clash Token per hit. Any player making an attack, even an attack that isn't using a ship weapon, can spend a Clash Token from the pool this way.
- **(3) Escape:** As an action, anyone at the Pilot’s Controls can spend 3 Clash Tokens to attempt an **Opposed Maneuvering** roll to escape. All the usual modifiers to Maneuvering rolls apply, and success means the ship flees into the asteroid field, jumps to FTL, lands on the planet’s surface, etc. This Clash ends.
- **(1+) Evade:** Anyone at the Pilot’s Controls can spend Clash Tokens to automatically negate Wounds to the ship as they're taken. Clash Tokens cannot be spent on personal Wounds. These may be spent before OR after other methods of Soaking (such as shields), but keep in mind that resources expended to make those other Soak attempts are not returned.
- **(3) Intercept:** A pilot can spend three Clash tokens as an action to attempt to halt an opposing ship. This is an opposed roll, typically Maneuvering. If successful, the enemy vessel’s engines are disabled, the tractor beam is locked, the ship is cornered, etc. The Clash does not end, but that vessel won’t move.
- **(3) Objective:** For three Clash tokens, a player (whichever one is relevant) can attempt to "Do the Thing." Typically an opposed or difficult roll!

Initiative

During a Clash, Initiative is still dealt as normal. One Action Card is dealt to each opposing ship, not to each individual crew member on that ship that may be able to take actions. To abstract these actions, there are certain effects that trigger at the beginning of each player's turn, based on the suit of their Action Card:

- **Clubs** – *Unexpected Obstacle*. Any action the player takes this turn is made at a -2 Penalty (or 1 Penalty Die if a ship-based action). If the player fails to gain at least one Clash Token this round, then the crew *loses* one. If they have no Clash Tokens to lose, they lose the Clash with dramatic effects!
- **Diamonds** – *Scenario-Specific Event*. The nano virus advances, the fire spreads, an assimilated crewmember attacks, etc. A **Clash Token** can be spent to negate this effect, otherwise, all players will have to roll an appropriate Attribute or take a level of Fatigue. If there is no scenario-specific event, then the generic event is a Vigor roll against Fatigue caused by an exploding console.
- **Hearts** – *Return Fire*. The enemy vessels fire their secondary or energy weapon. If there are multiple enemy ships, approximately half of them fire. All normal attack penalties apply (see Attacks). If there are no enemy ships in the scenario, an environmental factor of some kind threatens the ship; treat this as a hit from a Class of weapon equal to half the value of the card (round up) that can be Soaked.
- **Spades** – *Heavy Fire!* As Hearts, but the vessels fire their main weapons. If the opportunity fits, a boarding attempt may be made instead. If environmental, the simulated hit Class is half the value of the card, plus a Raise.
- **Joker** – *Opportunity!* If this player gains any Clash Tokens, they gain one extra!

Ship Attacks & Actions

Ship-to-ship combat uses different rules than personal combat. All Actions that use the ship itself – notably Maneuvering rolls, Ship Attacks, and Soaking incoming Wounds to the ship – use **Penalty Dice** instead of standard penalties. Penalty Dice are special d3s that are rolled along with the action and subtract from the total. Penalty Dice can be rerolled if a Benny is spent to reroll, but everything must be rerolled together – you can't reroll just the Penalty Dice or just the Trait! Any *bonuses* work normally. All energy weapons generate 1 Heat any time *either* the attack die *or* the Wild Die roll a 1!

- **Unstable Platform**. By default, all ships in motion in space have one Penalty Die from this. Even if not actively changing position, most environments require constant micro-adjustments against gravity pulls, debris, etc. Only a motionless ship in deep space avoids this penalty. The Steady Hands Edge negates this die.
- **Handling**. One Penalty Die if the opposing ship has a better Handling than yours. Remember that Wounds reduce a ship's Handling!
- **Speed**. One Penalty Die if the opposing ship has a higher Top Speed than yours.
- **Range**. One Penalty Die for Medium Range, Two Penalty Dice for Long Range. See the special rules for determining Range in the next section.
- **Cover**. 1-4 Penalty Dice, based on level.
- **Illumination**. 1-3 Penalty Dice, by level.
- **Size**. 1 Penalty Die for each Scale smaller the target is (including for Called Shots).
- **Distracted**. If either the Pilot or the Ship is Distracted, 1 additional Penalty Die.
- **Miscellaneous**. Interference, signal jamming, or any other special effects or enemy abilities, including having a Club as an Action Card.

Range & Positioning

The Clash rules abstract the relative position of ships and combatants in three dimensions, and so the Pilot's Action Card is used to determine Range, which really reflects "position."

Whenever you need to determine the Range between two vessels, compare the attacking Pilot's Action Card to the Action Card of the target ship. If the Pilot's is lower, then attacks must be made at Long Range. If the Pilot's card is higher, the attack may be made at Short or Medium Range, attacker's choice. (You might choose to fire from Medium Range, accepting the Penalty Die in order to fire from a safer position, outside the range of return fire from Reaction Fire weapons, see below.)

Aiming: The Aim maneuver requires a character to take an entire turn doing nothing but aiming. Their next attack negates up to 2 Penalty Dice from Range, Cover, Scale, Handling, or Speed. In a ship, this maneuver can also be taken by a character at the Tactical Station and applied to any other character making an attack.

Guided Attacks: Some weapons, typically torpedoes or missiles, are "guided," and are fired with Electronics rather than Shooting. Guided attacks negate one Penalty Die from Range or Cover, but targets may attempt an Evasion roll to negate the hit.

Fixed Weapons: Fixed weapons may only be fired at targets with a lower Action Card than the Pilot's card.

Reaction Fire

Reaction Fire weapons are quick, short-range weapons designed to keep enemies at bay. Once per round, any weapon with the Reaction Fire ability may "return fire" as a Limited Free Action with an extra Penalty Die against any enemy that attacks from Short Range, regardless of the effect of that attack. This happens after the initial attack is resolved.

Damage

Instead of rolling dice for damage against a ship's Toughness, vehicles and vehicle weapons have a **Class**. When a Vehicle successfully attacks another, compare the relative Class to determine the damage dealt:

HEAVY METAL	
DAMAGE	WOUNDS
Weapon Class is two or more levels below Vehicle Class	No Effect
Weapon Class is one level below Vehicle Class	0*
Weapon Class is equal to Vehicle Class	d3*
Each level Weapon Class is above Vehicle Class	+1 Wound*

*Note: The operator must make a maneuvering roll or go Out of Control (see page 95).

Raise: A raise on the attack roll increases the number of Wounds caused by +1. This can take a 0 result to 1 unless the base result is "No Effect."

Collisions: When vehicles collide, treat each one as a weapon with a Damage Class equal to its vehicle Class. A raise increases the Wounds caused to the target by +1.

Warheads:

- **Armor Piercing:** Reduce the target's Class by one if not Shielded.
- **EMP:** Reduce Wounds by 2, but any Wounds knock out electronics (as per System Failure; Challenging Task to fix).
- **High Explosive:** Hits all targets in Short range of initial target. Reduce any Wounds caused by one, but roll one additional Critical Hit (unless No Effect).
- **Nuclear:** Initial target takes an extra Wound. Plus, *all* targets within Short Range take 5 Wounds and 4 Heat.
- **Plasma:** An *extra* Wound on a Raise, plus counts as Incendiary.
- **Incendiary:** In addition to damage, add 1 extra Heat, or 2 extra Heat on a Raise.

Soaking Vehicle Damage

Ships can resist incoming damage in three ways, which may be combined to keep the ship in the sky. Each has its own rules:

- **Vehicle Soak:** Anyone at the Pilot's Controls can spend a Benny and roll a Maneuvering roll with one Penalty Die as a Soak roll. (The Ace Edge negates the Penalty Die.) This is optional but must be done *before* Shields are used.
- **Shields:** If the ship has its Shields raised and has remaining charges, the Shields must be used until all Wounds are negated or all charges are depleted. Anyone at the Tactical Console may roll Electronics as a Soak roll, using shield charges (not Bennies). Damage soaked with Shields still generates 1 Heat per hit, even if no Wounds are taken, as the shield generator heats up! If, after Soaking, a ship would take enough Wounds to be destroyed but still has Shield Charges remaining, instead all charges are depleted and the ship is reduced to its last Wound as the shields collapse but save the vessel... for now.
- **Clash Tokens:** Clash Tokens can be used narratively to "catch a lucky break," pull off an amazing dodge, exactly match the frequency of the incoming attack, etc. Clash Tokens may be used at any time, but if you choose to conserve them by trying either/both other options first, Bennies and shield charges already used remain spent.

Evasion: Some attacks allow an Evasion attempt before any damage. When a Pilot is called on to make an Evasion attempt, this is a Maneuvering roll with one extra Penalty Die.

Point Defense: Characters on Hold may use PD weapons to shoot down enemy missiles with 1 additional Penalty Die on the Shooting roll. Missiles are Class I, Normal-Size targets.

Ship Status

Vehicles can be rocked by heavy fire, jostled by rough terrain, tricked by enemy maneuvers, or forced to make sharp maneuvers that throw off their crews. The various status effects and the effects of damage are detailed below.

Failing to resist a Test or going Out of Control can make a vehicle **Distracted** or **Vulnerable**. These work similarly to a character having those statuses, but they apply to the entire ship and anyone using a ship's system. A ship being Distracted or Vulnerable doesn't impose those statuses on characters within the ship by default, however. Actions that characters take that don't involve ship systems aren't affected. If a character is also Distracted, the penalties don't stack.

- **Distracted:** When a vehicle is Distracted, skill rolls with any of its weapons or systems are made with 1 extra Penalty Die. If an engineer on a Distracted destroyer makes a Soak roll for its shields, for example, he rolls 1 extra Penalty Die with the Soak Roll.
- **Vulnerable:** Attacks made against a Vulnerable vehicle or its crew are made at +2. Even Tests, such as Taunting a starship's captain, gain the bonus, as the enemy takes advantage of his foes' precarious position.

Out of Control: Various effects, including successful attacks against the ship, force the Pilot to make a Maneuvering roll or go Out of Control. If this roll fails, roll on the Out of Control chart.

Wounds: All Wounds to a ship reduce the ship's Handling by one and add 1 Heat to the ship. In addition, each time the ship takes one or more Wounds, the ship rolls a Critical Hit. This happens only once per damaging event or attack, even if more than one Wound is dealt. Unlike character Wounds, these don't inflict any additional penalties to rolls.

VEHICLE TABLES

OUT OF CONTROL

2D6	EFFECT
2	Major Collision: Everyone in the vehicle is Distracted. It takes d4 Wounds.
3-4	Minor Collision: The vehicle takes a Wound.
5-9	Distracted: Ground vehicles spin out or skid. Airplanes or starships stall, slide, flip, or roll unexpectedly. Everyone on board is Distracted until the end of their next turn.
10-11	Vulnerable: The vehicle and everyone on board is Vulnerable until the end of their next turn.
12	Glitch: Something is jarred loose or breaks from rough handling. Roll on the Systems Table below.

VEHICLE CRITICAL HITS

2D6	EFFECT
2	Superficial Damage: The attack just scratches the paint or passes clean through the body without hitting anyone or anything vital. There's no permanent damage.
3	Guidance/Traction: The wheels, tracks, sails, thrusters, etc. have been hit. Reduce Handling by 1 each time this occurs (to a maximum penalty of -6).
4-5	Locomotion: The engine, mainsails, boiler, legs, etc. are hit. The vehicle's Top Speed Rating drops by 1 (this can reduce a vessel to 0).
6-8	Hull: The vehicle suffers a hit in the body with no special effects.
9-10	Crew: One random crew member, or d4 crew members for area effect attacks, takes d4-1 Wounds.
11	Weapon: A random weapon is destroyed. If there is no weapon, this is a Hull hit instead.
12	System: The vehicle loses an electronic system, its airbags, or some other system determined by the GM or rolled on the subtable below. If the vehicle doesn't have any special features, treat this as a Hull hit instead.

SYSTEMS TABLE

D6	SYSTEM
1	Breach: If the vehicle is sealed, it's breached. Crew who aren't in sealed suits must deal with whatever environment they're exposed to. If a breach has no effect on this vehicle, treat this as Electronics instead.
2-3	Electronics: The GM chooses a dramatically appropriate electronic system relevant to the current fight—FTL if the heroes are trying to jump away from their foes, comms if the heroes require coordination with other ships or sections of their own vessel, electronic countermeasures if the enemy has numerous guided missiles, AI if the crew are reliant on it, and so on. The hit should not be trivial—it should have a dramatic effect on the situation and require the party's engineers to attempt hasty repairs.
4	Propulsion: The vehicle's Top Speed Rating drops by 1 (this can reduce a vessel to 0).
5-6	Weapons: The GM rolls randomly among weapons crewed by player characters. If there aren't any, roll randomly among nonplayer character gunners. If the vehicle has no weapons, treat this as Propulsion instead.

Engineering Station

The Engineering Station allows a character to control numerous ship functions, effect repairs, manage the ship's Heat, mitigate the effects of damage, and divert power to and from various key systems. To do these things, a character must typically make either an Electronics, Repair, or Science, as dictated by the system and task.

Diverting Power: One of the key functions of the Engineering Station is to shift power across systems. The three major ship systems that draw the most power are Propulsion, Energy Weapons, and Shields, and so these are the only systems power can be drained from. Power can be redirected to any of those three systems or any secondary system. Each of the three main systems has a "Power Rating" from 0-3. Normal operation for each system is at Power Rating 1. With an Electronics roll as a Limited action, the character can shift one point of power across systems, changing the total distribution of 3 points. On a raise, any number of points can be distributed. A Critical Failure forces a roll on the Systems table!

- **Propulsion:** At PL 2, add +2 to the ship's Handling. At PL 3, add +4. At PL 0, Handling is reduced by 4. If Handling would be reduced below 6, the ship is adrift; no Maneuvering rolls.
- **Shields:** At PL 2, add +2 to Shield Soak rolls. At PL 3, add +4. At PL 0, Shield Soak rolls are at 2 Penalty Dice.
- **Energy Weapons:** At PL 2, Energy Weapons deal 1 additional Wound. At PL 3, 2 additional Wounds. At PL 0, Energy Weapons deal 2 fewer Wounds.

Power can also be redirected to any secondary system. Secondary systems can only be "boosted" by a single point of power, either giving +2 to rolls with that system, or providing some other effect as warranted. Power can be redirected from disabled systems normally.

Push Engines: As an action, a character can make a Repair roll with an extra Penalty Die to "give her all she's got" and attempt to gain more energy and speed from the main reactor. On a success, the ship either gains +2 to its Top Speed or one additional point of Power Rating added to the energy budget. On a raise, the ship gains both effects. All effects last for the duration of the Clash, but do not stack; this is the maximum benefit from pushing the engines. However, on a failure, the ship takes a Wound (including a Maneuvering roll to avoid going Out of Control) and On a Critical Failure the engine overheats, gaining 8 Heat automatically!

Manage Heat: Ships in combat rapidly accumulate Heat, which must be managed before it destroys the vessel. Each time the ship gains a point of Heat, add 1 red cube to the Heat tracker. As an action with an Electronics roll, the engineer can use the ship's heat radiators to eliminate 1 point of Heat, or 2 on a Raise (a Critical Failure causes a Glitch). With a Repair roll as an action, the engineer can instead attempt to vent the heat all at once. This roll has a penalty of -1 for every point of Heat, but on a success reduces the Heat to 1, or to 0 on a Raise. A Critical Failure causes a Wound (gaining 1 Heat!), including rolling for a Critical Hit. If the ship would gain a 9th point, the ship is **Wrecked** at the end of the round!

Emergency Repairs: While repairing actual damage to the ship requires extensive time, effort, and cost, a character at the Engineering Station can attempt "patches" to get certain systems back online (this is especially helpful to get Shields back online if the shield battery has been depleted!). This is a single person **Dramatic Task** for each system. Fixing a Glitch or other minor issue is a Challenging task (4 successes), a system failure or Critical Hit effect is Difficult (6 successes), and an engine overload or other major problem is Complex (8 successes). A minimum of 1 success must come from each of the Repair, Electronics, and Science skills. If failed, the system is gone until repaired normally.

Scanning & Comms Station

All starships are equipped with powerful sensors that can detect and identify heat, light (and the absence thereof), gravitational forces, electromagnetic waves, radio waves, and many other kinds of matter and energy up to one AU away. They also contain an integrated optics package with various features. In atmosphere, and assuming a quiet propulsion system, high-powered microphones can detect whispers up to 100 yards distant.

Ships with a Scanning system can use it to gain additional information, assist other functions, jam enemy scanners, use communication systems, or other effects. Scanning rolls are typically Electronics, Hacking, or Notice, depending on the action. A failure wastes the action but can typically be reattempted unless the situation has changed. On a Critical Failure, the Scanner glitches and goes offline, negating all prior benefits and requiring a **Challenging** Emergency Repair from the Engineering Station before being usable again. Attacks will have full Illumination penalties, no way to detect enemy vessels without looking out a window, etc.

- **Ship Scan:** With an Electronics roll, the character can scan an enemy ship and gain one of the following pieces of information per success and raise: Propulsion type (including Top Speed), FTL capability, Vehicle Class, Presence and Class of Weapons, Shield capabilities, identifying information, unusual energy signatures, life signs, damage, or a specific question of the character's choice.
- **System/Planetary Scan:** With an Electronics roll, provides general information about a planet or object, such as radiation, atmosphere, life signs, large objects, energy signatures, or communication frequencies.
- **Hailing:** Opens a line of communication, either direct or broadcast. No roll.

- **Jamming:** Countermeasures can be used to attempt to block enemy scans, target locks, or even unusual attacks. Whenever such an effect targets the ship, a character using the Scanner can **Oppose** the attempt with Hacking.
- **On Screen:** A character can use the scanner to attempt to gain a visual lock on any target within range and display it for the crew. This is a Notice roll with Penalty Dice for Cover, Illumination, and relative Range. With a raise, the visual is "locked on" and will move.
- **Enhanced Optics:** A character can use the Scanner to attempt to compensate for static, illumination, or other visual interference. With a successful Electronics roll, one Penalty Die for Illumination, Range, Size, and/or Cover is eliminated for all crew; two Penalty Dice with a raise.
- **Trick:** A character can also use the Scanner to attempt to interfere with an enemy ship's sensors directly, creating false readings or sensor blips. Using the Scanner this way is a **Test** against the enemy ship, using Hacking.
- **Search:** Using the scanners to assist, a character at the comms station can make a Notice roll to find a specific element within range of the Scanners, or double the range on a Raise.
- **Assist:** Sensor data or other information can be used to allow the comms officer to Support any other character on the ship with Electronics as an action.

Penalties:

- **Illumination:** Unless negated, gives 1-3 Penalty Dice, based on level.
- **Cover:** Larger objects or energy signatures can give 1-4 Penalty Dice.
- **Range:** Ship Scans, relative Range gives 1 Penalty Die for Medium, 2 for Long.
- **Miscellaneous:** Radiation, cosmic storms, debris fields, etc. GM's call.

Tactical Station

The tactical station is the main “battle hub” of a vessel, relaying information about the ship’s status as well as real-time combat information. They may include holographic displays of the immediate vicinity of the ship as well as numerous other pieces of information necessary to manage ship to ship conflict effectively. Rolls at the tactical station are either Battle, Electronics, or Science, depending on the task.

Some tactical stations have weapon controls wired directly to them, but this isn’t a necessity. In addition, the management of a ship’s shields are done from the tactical station. The ship’s shield system is a complex one that requires active management in order to protect the vessel.

Shield Effects: The most basic effect of the ship’s shields is to negate incoming damage. A character at this station can use an Electronics roll to use the shields to Soak incoming damage, but this is an active, not automatic, process. If no one is at the Tactical Station when an attack comes in, then the attack will overwhelm the shields, shutting down the generator and soaking no damage; the shields will be offline until a Challenging **Dramatic Task** is completed at the Engineering Station. The shields can be used in other ways as well, each generating 1 Heat. Critical failures with these attempts always use up one shield charge!

- **Modulate Shields:** As an action, the tactician can roll Science to adjust the shield frequency to interfere with incoming attacks. This adds 1 Penalty Die to enemy attacks, or 2 with a Raise, until the start of the next round.
- **Inertial Dampeners:** With an Electronics roll as an action, until the start of the next round, the crew can roll twice on the Out of Control or Critical Hit tables and choose either result.
- **Shake ‘em Off:** The tactician rolls Electronics, opposed by Maneuvering rolls from enemy vessels. On a success, enemy vessels cannot approach closer than Medium Range until the start of the next round. On a raise, this can also be used to break any tractor beam holds or other grapple-like effects.
- **Overload:** Even attempting this action generates 2 Heat instead of 1! Rolling Electronics, the tactician overloads the shields for a single blast of energy outward. This counts as a Weapon attack with a Class one level below the Ship’s Class against every vessel or object within Short Range.

Tactical Advantages: The ability to manage the flow of combat intelligence provides whoever is manning the tactical station numerous other abilities to assist during combat. Penalties from Illumination, Cover, Range, and Size apply:

- **Target Acquisition:** With no roll required, the tactician can take the Aim maneuver (full turn), giving the benefit to any other member of the crew to use on their next attack.
- **Target Lock:** A Battle roll, opposed by an opponent’s Maneuvering roll, can be used to gain a Target Lock. Once a Lock is acquired, that opponent no longer imposes any Penalty Dice from superior Handling or Top Speed until the lock is broken with either a Hacking or Maneuvering roll (as an action), opposed by the tactician’s Battle.
- **Combat Intel:** From this station, a character can use Battle as a skill to **Support** any other character on the ship during combat.
- **Command:** No action required; if the tactician has a Command Range from any Leadership Edges, the Command Range becomes the entire ship.
- **Weapons Fire:** Missiles/torpedoes are often wired to the tactical station.

Pilot Controls

All vessels require a main “helm” or pilot’s controls where the primary propulsion and maneuvering of the ship is controlled. Piloting a vessel in zero gravity is highly complicated, requiring a mix of keen instincts and reflexes along with a thorough understanding of the complicated controls.

A character at the helm will primarily be making Maneuvering rolls. These are rolled using the Piloting skill by default in space ships. The pilot also serves a crucial function in determining the ship’s Initiative (which is the pilot’s Initiative card, so pilots who are quick, level-headed, or both are valued).

Maneuvering rolls at the helm can be used for a variety of things:

- **The Clash:** As an action, the pilot can make a Maneuvering roll to gain one Clash token per success and raise.
- **Fancy Flying:** A pilot can also roll Maneuvering as a Test against an enemy vessel. Unlike typical Tests, this is opposed by the opponent’s Maneuvering skill but otherwise functions the same way. This Test does not suffer from Repetition penalties, as attempting to out-maneuver other pilots is the essence of space conflict.
- **Go For Burn:** A pilot can attempt to go beyond the recommended safe speed for their ship when needed. As an action, the pilot rolls Maneuvering. For each Success and Raise, the ship’s Top Speed increases by 1 until the end of their next turn. Whether successful or not, this action generates 1 Heat. On a Critical Failure, the engines burn out (propulsion System Failure)!
- **Shake Your Tail:** In the event that an enemy has a target lock on your ship, a successful Maneuvering roll as an action, opposed by the opponent’s Battle, will break the lock.

All Maneuvering rolls in The Clash are affected by Penalty Dice, even unopposed ones. The Unstable Platform and Illumination penalties apply to all rolls, as well as penalty dice from Vehicle Fatigue or conditions such as Distracted, a Clubs action card, etc. When the roll is opposed by an enemy vessel, there may also be penalties based on the relative Top Speed and Handling of the opposing ship(s).

Outside of a Clash, Maneuvering rolls get a bonus or penalty equal to the ship’s Handling.

Some pilot’s controls also have controls for a weapon attached, but only the most skilled pilots use such a helm setup, since firing a weapon and making a Maneuvering roll are both Actions. However, weapons with the Reaction Fire ability are an easy way to circumvent this, if installed.

Gunning Stations

While some weapon controls can be wired to the helm or tactical station, the most common configuration is to have dedicated Gunning Stations for each primary weapon system (this is included in the Mod cost of that weapon). A dedicated Gunning station confers several benefits:

- **Extreme Range:** A gunner at a dedicated station does not have to take the **Aim** Maneuver to fire at Extreme Range (though such a shot does impose 4 Penalty Dice).
- **Combat Computer:** A dedicated targeting computer adapted to that weapon automatically reduces total Penalty Dice by 1 for any shot.
- **Suppressive Fire:** A gunning station allows the use of the Suppressive Fire option. Instead of using a Medium Burst Template, Suppressive Fire can apply to a maximum of a third of the enemies in a Clash, rounded up, and centered around a target of the gunner’s choice if they desire.

OWNING A STARSHIP

Your Home in the Stars

Owning your own space-faring vessel opens up vast opportunities for freedom, exploration, adventure, and even profit. At the same time, it exposes you to near constant risk and expense. As someone once put it, "A starship is a hole in space you throw money into."

There are numerous costs associated with ownership, maintenance, and operation of a starship, as outlined below.

Basic Maintenance: The stresses of space flight but constant wear-and-tear on a ship beyond an onboard engineer's ability to repair. Once per month, a ship needs to dry dock for a day for this basic tune-up procedure. If this is missed, the ship gains one level of **Vehicle Fatigue**. The first level of Vehicle Fatigue is "**Used**" and imposes one extra Penalty Die on all rolls with ship systems, plus a -2 to Handling and Top Speed. The second level of Vehicle Fatigue is "**Junker**" and imposes an additional extra Penalty Die (two total) and an additional -2 to Handling & Top Speed. If the ship would get a third level, it falls apart and is **Wrecked**.

- Dry Dock: \$50 x Size per Day
- Maintenance: \$500 x Size (Monthly)
- Repairing Vehicle Fatigue: \$2500 x Size per Fatigue Level, requires Size in Days

Fuel: The specific mixtures of 3He and tritium that are used in the fusion engines of starships are difficult to come by and expensive. They are typically transported dissolved into an inert sludge that protects against radioactivity, slows half-life decay, and allows the fuel to be distributed evenly into the reactor. Fuel is measured in "units" relative to its own energy needs, and requires 1 unit per day of normal operation, 1 unit per FTL jump, and 1d4 units per "intense" encounter (such as combat).

- \$50 x Size per Unit

Supplies: All the various supplies a ship and crew needs are abstracted into a "**Supply Level**," represented by a die. To see if the ship has something you need, roll a **Supply Check**. The Wild Die may be used, but Bennies may NOT be spent on this roll. On a success, you have it, with a raise either giving you multiples or a better-quality version. If you fail, you don't have that item (and can't check again until you resupply), but you may permanently lower the Supply Die by one type to change the failure to a basic success. On a Critical Failure, you lose the die type anyway and still don't have it. A Supply Check must be made once per week at minimum to cover the basic food, water, and other necessities of the crew. If you fail or have no Supply Die remaining, the crew is in danger! (See Hunger and Thirst rules.)

- D4: \$50 x total Crew (including passengers, pets, and active droids)
- D6: \$250 x Crew
- D8: \$600 x Crew
- D10: \$1500 x Crew
- D12: \$5000 x Crew
- When resupplying, you may subtract the cost of your current die.

Registration & Licenses: A variety of official paperwork must be on file with the UC in order for the ship to be legal in most systems.

- *Call Sign & Basic Registration:* Unique name, ID number, and ownership status. Required for all other licenses and legal travel. \$300/mo.
- *Transponder Beacon Codes:* Allows access to StarNet, comms channels, and distress carrier network. \$300/mo.
- *Freelancer's License:* Legally allows for payment from mercenary/contractor work. \$300/mo.
- *Safety Inspection:* Allows personnel transport and certain cargo. \$300/mo.
- *Armed Vehicle Registration:* Allows legal weapons. \$300/mo.
- *Freelancer's Union Membership:* Gives Union allies, station access, and "The Wire" for jobs. \$500/mo.

Lifestyle Costs: While on board a starship, your lifestyle level is treated as **Destitute** by default; while your cost of living is already factored into the Supplies, the conditions are typically spartan at best. (The *Luxury Features* mod improves this to **Comfortable**, plus an additional level for each time it's installed, without imposing additional costs on the crew.) When off-ship, however, you pay your own way – and how much you pay determines what benefits you receive. To be able to use any of the **Downtime** activities, you need to be at least **Comfortable** (and so normally these cannot be used on a starship without luxury features). Each level above **Comfortable** gives you a +1 bonus to rolls made for **Downtime** activities (to a max of +3) and to **Networking** rolls made during your stay. At **Fair**, you get a -1 to **Networking** rolls and can't access many of the port's amenities. At **Meager**, you have the Outsider (Minor) Hindrance with regard to that port, and reactions to you start one level lower, potentially leading to trouble. At **Destitute**, you have the Outsider (Major) Hindrance and reactions start *two* levels lower – you don't have even the basic legal protections because you slipped through customs/security, etc. You are an outlaw here and should keep a low profile!

- Destitute: \$0/day
- Meager: \$30/day
- Fair: \$80/day
- Comfortable: \$125/day
- Prosperous: \$250/day
- Lavish: \$500/day
- Opulent: \$1,000/day

Miscellaneous: In addition to all of the standard costs for ship and crew, there are other costs that may be common, even if irregular:

- Ship Repairs: \$1,000 x Size per Wound and/or Critical hit, takes Size in Days in dry dock. For 5x the cost, repairs can be done in one day.
- Replacement Missiles/Ammo/Other Expendables: At cost, subject to **Supply & Demand**.

Payments & Interest: It's the dream of most spacers to own their vessel outright, but that dream is out of reach for most. Instead, most spacer captains and crews either lease their vehicles or owe substantial amounts of money on them.

The most prolific ship leasing agency is JumpCorp, and since many spacer crews are regularly doing business with and for them anyway, this arrangement is very common. The typical lease term is 1% of the total value of the ship per month, and JumpCorp offers a generous 10% bonus on all freelance work if the total payment is taken as credit against the lease payments. There are numerous other elements of the lease including approved and disallowed activities with the ship, regular check-ins and inspections, and termination agreements, but JumpCorp retains its position as the most popular ship leasing company because these terms are generally applied fairly and reasonably.

Another option is buying your ship with a "note." Because of the dangerous nature of the spacer life, interest rates on these notes are typically quite stifling and it's not uncommon for spacers to get stuck under minimum payments for their entire lives. Still, the dream of true ownership keeps many buying such notes each year. The average interest rate is 10%, with the minimum payment each month being just that interest rate. Anything paid above and beyond that goes to the principal balance owed, hopefully making progress toward real ownership.

One last option is known as "vassalhood." An independent ship can apply to be a "vassal" of a major government, corporation, or even criminal cartel. If accepted, the org will take ownership of the ship and payments, but the captain and crew now work for that government – exclusively.

Making An Honest Living

Sure, it costs a lot of money to own and operate a starship. But the opportunities to make money are as limitless as the stars. Here are some of the ways you might make a few credits:

JumpCorp: JumpCorp is the largest private contractor in the galaxy, performing jobs for governments and other corporations including exploration, mining, diplomatic envoys, arbitration, security, scientific survey, escort, transport, and just about any other job besides active warfare that requires expertise with starships. Each system has its own JumpCorp “charter” (i.e. franchise) that operates independently but still answers to JumpCorp HQ. JumpCorp has requests far in excess of its in-house fleet, so it maintains a system of sub-contracting to independent vessels. As the largest potential employer of independent vessels, JumpCorp has a lot of leverage. The jobs they sub-contract out are typically the lowest-paying and least glamorous, and they require all licenses and inspections to be up-to-date as well as running background checks on captains and crew to ensure safety. On the plus side, they pay promptly, deal honestly, and stay clear of questionable legal activities. That doesn’t mean the jobs are always “safe,” but they’re at least legal.

Freelancer’s Union: Given the number of freelancers in the galaxy, it was inevitable that someone would form an organization to support and coordinate them. The Freelancer’s Union is a powerful organization that represents the interests of independent ships and crews as they deal with larger and more powerful organizations. Membership in the Union is separate from the freelancer’s license and isn’t required, but there are many benefits. Freelancer stations are ubiquitous, legal representation if someone doesn’t like the fact that you’re working in their space, and the hospitality of other members are all perks, but the main benefit is access to “The Wire.” The

Wire is the encrypted job board that the Union maintains so that people can request jobs and member vessels can see them. The Union keeps everyone anonymous until an agreement is reached and does not censor the type of job, maintaining a hands-off approach with disclaimers about legal responsibility being entrusted to the parties involved and not the Union, etc. Most of the jobs on The Wire are “legal but dirty,” things like repossession, bounty hunting, etc. but there are certainly plenty of smuggling or other criminal activities as well. Because the job board is open to the public for submitting jobs, they are as varied as people and can have a wide range of payouts.

Criminal Cartels: The best money often comes with the most risk. Various criminal cartels, pirate fleets, or even corporations acting outside the law want freelance vessels to maintain a layer of separation between them and their actions. Assassination, theft, sabotage, and even terrorism occur all the time in the galaxy, and you can make a pretty penny doing it. Of course, not only will you face opposition from your targets, but you’ll be a criminal yourself with all the enemies that gets you – including potentially your own employer if things go south or if you prove more trouble alive than you’re worth dead. Even with the risks, space is full of desperate crews who turn to crime when desperation hits.

Mercenary Work: Less commonly, some governments (mainly smaller ones) will hire independent vessels as part of a war effort, usually only for a short engagement. Sometimes this is honorable work, such as a small moon calling in mercenaries to defend itself from a pirate fleet invasion. Other times, it may be a larger government that wants mercenaries to do the dirty work of subduing a rebellious colony. This work is highly dangerous, but in addition to good pay, there are often “spoils of war” that can be claimed without much scrutiny by unscrupulous crews.

All these methods are in addition to any work the crew might simply source for themselves from their own connections. Caveat emptor when meeting a stranger in a dim cantina and making an agreement, of course...

Other more mundane ways of keeping the vessel profitable include:

1. **Personnel Transport.** An old spacer adage says, “never fly with an empty bunk.” No matter where you’re coming from and where you’re going, there’s always someone else who wants to go that way and is willing to pay to tag along on a trip you were making anyway. You can typically charge someone \$50/day to ride along in a Passenger Pod, \$100/day if they get their own equivalent crew quarters, or \$500/day if you have luxury accommodations. A **Networking** roll is required to find passengers in this way, subject to local conditions, and you must have the proper accommodations on your ship as well as a current Safety Inspection to do so legally.
2. **Salvage & Trade.** The same rule for “empty bunks” goes for empty cargo holds, too – don’t pay fuel to haul empty space. **Networking** can be used to both find commodities to buy as well as find buyers for anything you might have picked up (whether purchased or salvaged) along the way.
3. **Renting Space:** If your vessel has a Professional Bay and extra crew space, you can potentially rent that space out. People have all sorts of reasons to want to live on a vessel, and a **Networking** roll can find and secure a tenant (or multiple, if you have the space). This can help offset the operation costs, though the captain is responsible for the increased Supply cost incurred (and most roll that into the rent). \$2k to \$3 per month is a typical rent for such a space.

COMMODITIES	
GOODS	VALUE
Food: Fruits, vegetables, frozen meat, spices, grains.	\$1000
Fuel: Low-tech fuels such as oil or gasoline. Also covers common chemicals.	\$2000

Industrial Parts: Large industrial machinery or components, street lamps, generators, heating and cooling units.	\$1500
Manufactured Goods: Low-end electronics, furniture, books, housewares, sporting goods.	\$800
Ore: Common ores such as coal, copper, lead, or iron.	\$1400
Technology: High-end consumer goods such as vidscreens, sound systems, computers, PDDs, music players.	\$1800
Timber: Precut into various sheets and boards.	\$800

(“Value” is per Unused Mod Slot, which defaults to Cargo Space. Roll below as well.)

SUPPLY & DEMAND	
D20	COMMODITY'S VALUE
1–2	None: The commodity is plentiful and worth half its listed value.
3–5	Low: The commodity is worth 75% of its listed value.
6–12	Normal: The commodity is worth its listed value.
13–15	High: The commodity is worth 50% more than usual.
16–18	Very High: The commodity is worth twice its listed value.
19	Extreme: The commodity is worth three times its listed value.
20	Desperate: The commodity is worth five times its listed value.

CUSTOM STARSHIPS

All starships by default have certain basic features, which include:

- **FTL Drive.** The Hoffman Drive that allows the use of voidspace membranes is the heart of every starship. There are no other ways of traveling faster than light. “Spinning up” the drive takes one minute and can be done in advance of the actual jump, but once spun up, the drive generates 2 Heat per round, so you typically only want to do it when you’re ready to jump. Jumping itself is a single action, but only works within the inner horizon of a voidspace membrane. The ship will exit a few seconds later from the opposite end of the voidspace tunnel, at a random point within the outer horizon but beyond the inner horizon. The process is slightly disorienting, and all characters are **Distracted** upon exit.
- **Shields.** Coulbourne Shields are necessary for the Hoffman Drive to operate as well as to protect the ship during travel. Jumping without Coulbourne Shields active is almost certainly fatal and will result in a **Wrecked** ship, at best.
- **Automated Systems:** A ship’s onboard computer can handle routine tasks such as auto-pilot, standard docking procedures, opening and closing hatches, and other basic tasks.
- **Crew Quarters:** Ships have basic quarters for a number of people equal to their Crew rating.
- **Comms & Scanners:** Ships have basic short-range communication systems as well as StarNet linkups and location transponders. Ships also have short-range scanners.
- **Safety Systems:** Starships contain safety harnesses, basic emergency systems, and escape pods.
- **Simulated Gravity:** Superconductive materials in standard spacesuits (and most objects) interact with electromagnets in the ship to simulate a downward “pull” of 1g.

Your Ship: For the spaceship of a spacer crew, begin with a standard transport ship. You will have a total of **\$6 million credits** to purchase and outfit your ship, though keep in mind the more expensive your ship is, the larger your payments will be! Any unspent budget is not carried over to personal gear or starting funds, it just lowers your payments. Transports have the following base stats:

- **Handling: -1.** Handling is a bonus or penalty to Piloting rolls to operate the ship in *non-combat* scenarios. In Clashes, relative Handling determines certain penalties (see The Clash).
- **Top Speed: 17.** Given enough time for safe acceleration, actual “top speed” in space is nearly limitless, hence why ships can travel across systems in approximately a week. “Top Speed” is therefore more of an abstraction for Clashes.
- **Class: II.** Vehicle class represents the toughness/durability of the vehicle.
- **Wounds: 5.** This is the maximum number of Wounds the ship can take before being **Wrecked**.
- **Energy: 15.** This the vehicle’s maximum fuel capacity.
- **Crew: 6.** There is space and life support systems for 6 people to live on a transport. Additional people can travel safely for short periods, but long term would strain life support, imposing -1 to all Vigor rolls per additional person spending more than a week aboard.
- **Size:** Transport ships vary in size. Increased size means more room for mods and cargo, but also a higher cost to own and operate. Transports range from Size 8 to Size 11, and size can be increased up to the maximum limit in a dry dock overhaul for \$500k for each Size increased.
 - **Mods: Size x 3.** This is the base number of mods the ship has (so 24 to 33), though some negative qualities can give a ship extra mods. Each unused mod is 1 Unit of Cargo Space.
 - **Cost: \$500k x Size.**

Negative Qualities: You may select as many negative qualities for your ship as you want. Each negative quality discounts the price of the ship and provides additional Mod slots. The “max” entry is the maximum number of times this quality can be selected. If a negative quality penalizes a specific aspect of the ship, then improvements to that aspect cannot be purchased; i.e. if you select a negative quality that reduces speed, you may not buy improvements to speed. Negative qualities can be removed in dry dock for 50% more than their initial discount, as long as you have the available Mods to “pay.”

Negative Quality	Mods	Max	Discount
Battered: The ship has seen plenty of action. Reduce Class by 1.	-2	1	\$10k x Size
Finicky: All Repair rolls made on the ship are at -2. -4 if taken twice.	-2	2	\$10k x Size
Fragile: The hull isn't up to spec. Reduce Wounds by 1.	-2	2	\$10k x Size
Inefficient: Double all fuel used.	-2	1	\$10k x Size
Manual: The ship has zero automated systems, everything must be controlled directly.	-2	1	\$10k x Size
Reduced Handling: -1 to Handling each time this is selected. (Max of -6 total)	-2	6	\$10k x Size
Reduced Life Support: The craft isn't designed for long voyages. Everyone on board gets a -1 to all Vigor rolls, and must roll against Fatigue each week. If taken a second time, the ship has no life support systems at all, and any crew must have their own protection.	-2	2	\$10k x Size
Reduced Speed: Reduce Top Speed by 1.	-2	3	\$10k x Size
Unsafe: The ship does not have the standard safety features. Rolls to escape a Wrecked ship are made at -2, a roll of 6-8 on the Critical Hits table is treated as “Crew” instead, and the ship has no escape pods.	-2	1	\$10k x Size
Jalopy: The ship is old and worn out. The Vehicle has a permanent Fatigue level. If taken a second time, the ship has <i>two</i> permanent Fatigue levels, always one missed tune-up away from failing completely.	-3	2	\$50k x Size

Positive Qualities: All modifications in the SFC are available, with the following exceptions or changes:

- All systems are Dev Level I. No Dev III mods (*) are available, and in the event that a system does different things at Dev I versus Dev II, you have the Dev I version.
- Remove the following modifications: **Artificial Gravity, Armor, Repair Drones, Sloped Armor, Matter Scoop, Targeting System**
- Change the following modifications: **Sensor Array** (“5 AU” instead of “5 light-years”); **AM/ECM** (removes 1 Penalty Die); **Stealth Systems** (-4 Penalty becomes 2 Penalty Dice, and also applies to any rolls with a ship's Scanner. However, the ship generates 1 Heat each minute the system is on, and radiating any Heat cancels the Stealth); **Toughness** (Costs \$25k x Size, 3 Mods, Max 1, and improves the ship's Class by 1)
- One new defensive system is available: **Hidden Compartments**. The ship has various secret panels, nooks & crannies, and shielded compartments that intentionally or not make it easy to hide people and objects. Strangers get -2 to Notice rolls when searching the ship. (\$10k x Size, 3 Mods, Max 1)

CHARACTERS

Getting Awful Crowded in My Sky

Characters in this setting are made per the normal Savage Worlds rules as Novice human spacers, but with a few changes and extra considerations:

- **Starting Gear:** All characters start with a Comm Link, a PDD (Personal Data Device), and a standard vacc-suit (+1 Armor, can be worn under normal armor, can be sealed as an action for 12 hours of survival in space, and contains superconductive materials that allow the use of sim-grav).
- **Starting Funds:** Other gear may be purchased with \$1,000 starting funds, but the Geared Up and various Cybernetics Edges are common ways to increase this.
- **Skills of Note:** In this high-tech setting, **Electronics** and **Research** are also Core Skills, meaning characters begin with a d4 in each. **Occult** is not available.
- **Genetic Engineering:** Genetic modification is common, and so characters gain an additional option to spend Hindrance points on besides Edges, Skills, and Funds. Up to 2 Hindrance points may be spent on any ancestry abilities in SWADE except for Flight and Super Powers, or on the following abilities from the SFC: Bite, Bloodless, Camouflage, Darkvision, Echolocation or Heightened Senses.
- **Hindrances:** The following Hindrances are not available: Bad Eyes, Blind, Can't Swim, Doubting Thomas, Hard of Hearing, Illiterate, Mute, One Arm, One Eye, Slow. Some new Hindrances are available in the following section.
- **Strain:** With the ubiquity of cybernetics, all characters have a Strain value (half the lower of your Vigor or Spirit die).

NEW HINDRANCES:

AILMENT (MINOR OR MAJOR)

Bad luck, heritage, contact with an alien species, exposure to high-tech bioweapons, or venturing to strange new worlds can occasionally result in terrible and life-threatening illness.

Whatever the cause, your traveler suffers from a chronic and so far incurable disease of some sort. The Minor version of the Hindrance means you subtract 1 from any roll made to resist Fatigue from any source, or 2 if it's a Major Hindrance.

A Critical Failure on a Vigor roll means things are getting worse. If your explorer has the Minor version, she gets worse and her Hindrance becomes Major. If she already has the Major version, she gains an immediate point of Conviction but will perish sometime this session. Work with the Game Master to determine how the journey ends—in a brave sacrifice, furious blaze of glory, or surrounded by friends overlooking the grandeur of a strange and beautiful alien planet.

When your character finally passes, the other player characters gain a point of Conviction, drawing strength from the brave death of their stalwart companion.

A character can buy off the Minor Hindrance by spending an Advance (or reduce a Major Hindrance to Minor). Work with the GM to figure out a narrative reason for the improvement—a miracle cure, alien knowledge, or a rigid program of diet, exercise, and treatment may all result in a miraculous recovery.

ZERO-G SICKNESS (MINOR)

The lack of gravity makes this spacer hurl. He becomes dizzy and throws up intermittently, causing an automatic level of Fatigue when in Zero-G and not restrained in some way. Zero-G Fatigue can cause Incapacitation but not death, and is recovered after one hour in any other type of gravity.

Psionics

The scientific cause of psionic abilities in humans is yet unknown, but the Mansik Institute for Advanced Studies is a profound and influential organization that all psions belong to. They train, manage, and oversee psions throughout the galaxy.

A player wishing to play a psion can take the following Arcane Background Edge:

- **Arcane Background: Psionics**
- **Requirements:** Smarts d8+, Spirit d8+
- **Arcane Skill:** Psionics (Smarts)
- **Starting Power Points:** 10
- **Starting Powers:** Any three from the list below.

Available Powers: *Arcane protection, backwash, barrier, blind, boost/lower Trait, confusion, deflection, detect/conceal arcana, dispel, divination, drain Power Points, empathy, farsight, fear, havoc, illusion, invisibility, locate, mind link, mind reading, mind wipe, object reading, prediction, protection, puppet, relief, scrying, slumber, sound/silence, stun, telekinesis, telekinetic squeeze, wall walker, warrior's gift.*

- **Psionics:** Psions may take Edges that require AB: Psionics, as well as the new Edge presented here.
- **Strain:** Psionics rolls suffer a -1 penalty for each point of Strain.
- **Vow (Major):** The Psion Vow that all psions take is extensive and serious. Psions vow to always self-identify, avoid leadership positions in religious organizations, never use their powers without permission or a compelling moral reason, and report all psionic activity back to The Institute promptly. Violations of this Vow result in swift and immediate adjudication from agents of The Institute. Rogue Psions do not last long.

Psion Edges:

SCAN

REQUIREMENTS: Novice, Arcane Background (Psyker)

The psychic may sense all sapient minds within 10" (20 yards), whether she can see them or not. She cannot read those minds but detects the direction and distance to each and any particularly strong emotions—anger, fear, joy, etc. This can be a handy tool if trying to identify a hidden enemy, detect the location of a bound or hapless victim, pick out the leader of a mob, or even quickly navigate the best route through a crowd.

Scan lasts as long as the psyker concentrates, but she's Distracted while it's active.

FAVORED POWER

REQUIREMENTS: Seasoned, Arcane Background (Any), arcane skill d8+

The spacer has dedicated her time to mastering a particular power. She may ignore up to 2 points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when making the arcane skill roll for one power of your choice. Other actions that round suffer the Multi-Action penalty normally.

Psions are not restricted in terms of profession or personal activity, as long as they maintain the Psion Vow and treat their membership in The Institute with the highest respect. Many organizations seek psions as key members, and they hold positions in government, with research institutions, or even military companies frequently.

Psions may, as a result, sometimes be opposed to one another. The Institute will attempt to mediate such conflicts, but this is not always possible. Agents from The Institute will frequently visit such conflicts, if for no other reason than to make sure that none of the psions involved break their vows during the resulting conflict.

NEW EDGES

GEARED UP

REQUIREMENTS: Novice

This Edge may only be taken at character creation. Your spacer starts with 10 times the usual Starting Funds in possessions (usually \$10,000—excess cash is lost). If used for cyberware or Robotic Mods, they are already safely installed. This is a one-time-only benefit—if the possessions are lost or broken they are not replaced.

AMMO COUNTER

REQUIREMENTS: Novice

The number of bullets used by a weapon's Rate of Fire is given in *Savage Worlds* under Ranged Attacks and the **Bullets per Rate of Fire** table. This simulates the massive amount of ammo most shooters use at high rates of fire.

A shooter with this Edge is more precise with his trigger pulls, reducing the number of bullets fired by half (round up). Firing a weapon with Rate of Fire 2, for example, fires three shots instead of five per attack; and RoF 3 uses five shots instead of 10.

OPPORTUNISTIC

REQUIREMENTS: Veteran

Opportunity is what one makes of it. When a character with this Edge is dealt a Joker, he adds +4 to his Trait and damage rolls instead of +2.

QUICK DRAW

REQUIREMENTS: Novice, Agility d8+

You draw two cards when spending a Benny for an additional Action Card at the beginning of a round. You may choose your final Action Card from any of your available choices, including additional draws from Level Headed, Quick, etc.

You also add +2 to Athletics rolls made to interrupt others' actions (including being on Hold and resisting being interrupted).

LEADERSHIP EDGES

TEAM LEADER

REQUIREMENTS: Seasoned, Command, Common Bond, Natural Leader

Team Leaders excel at getting people to work together like the idiomatic well-oiled machine. With this Edge, all allies within the hero's Command Range (see **Leadership Edges** in *Savage Worlds*) may exchange Bennies as if they all had the Common Bond Edge.

PROFESSIONAL EDGES

ATMOSPHERIC ACCLIMATION

REQUIREMENTS: Novice

Travelers who have spent substantial time exploring strange new worlds learn to manage their breathing in different types of atmospheres. They never make Vigor rolls to avoid the effects of Thin **Atmosphere** (see page 82) or High and Low **Pressure** (see page 83).

DUCT TAPE & BUBBLE GUM

REQUIREMENTS: Seasoned, Repair d8+

This mechanic knows how to reroute power, strap on some duct tape, and keep a vehicle moving under pressure. As a limited action, he may make a Repair roll to remove a vehicle's Distracted or Vulnerable status. With a raise, he may remove both.

EVASIVE MANEUVERS

REQUIREMENTS: Veteran, Ace

This vehicular champion runs circles around his opponents. The Edge can only be used when the character is operating a vehicle. At the start of a round, after everyone has been dealt Action Cards and all Edges, Bennies, and other abilities (except powers) have been accounted for, the character may spend a Benny to swap his Action Card with that of any enemy vehicle in the encounter (or group if multiple vehicles are acting on a single card).

EXO SCIENTIST

REQUIREMENTS: Novice, Science d8+

This egghead has studied exotic scientific principles in depth and takes to them easily. He ignores up to 2 points of penalties from equipment being too advanced, too alien, or too primitive compared to the setting's standard technology.

GRAVITIC ACCLIMATION

REQUIREMENTS: Novice, Agility d6+

The spacer knows how to operate in different gravities. He ignores the -2 penalty to Agility and Agility-based skills when acting in a gravity other than his own (see **Gravity** on page 83).

POWER HACKER

REQUIREMENTS: Novice, Hacking d8+

The hacker is used to coding under high pressure and dealing with the most secure systems. She gets a free reroll when failing a Hacking roll. She can also ignore the advice about making repetitive Support or Test rolls from *Savage Worlds* if using Hacking to control the local environment (and has the ability to connect to it).



ROCKET JOCK

REQUIREMENTS: Seasoned, Ace

The spacer ignores the Multi-Action penalty for making a Boating, Driving, or Piloting roll and taking another action in the same round. This is critical for single-crew fighter pilots who need to maneuver and attack on the same turn.

SOFT TOUCH

REQUIREMENTS: Novice, Boating d4+ or Driving d4+ or Piloting d4+

Some pilots have learned how to squeeze higher performance out of bulky freighters and clumsy transports. They ignore up to 2 points of Handling penalties.

TRICK SHOT

REQUIREMENTS: Seasoned, Athletics d8+ or Shooting d8+

When performing a Test with the Athletics (throwing) or Shooting skill, the attacker can choose to make the foe resist with Smarts instead of Agility.

CYBERWARE EDGES

Characters may take these Edges before or after character creation.

CYBER TOLERANT

REQUIREMENTS: Novice

The individual's body can handle cyberware better than most. He increases his Strain Limit and maximum by +2.

CYBER SAMURAI

REQUIREMENTS: Novice, Cyber Tolerant

The character was built to be chromed. He increases his Strain Limit and maximum another 2 points, to +4.

CYBORG

REQUIREMENTS: Novice

Cyborgs are humans (or other organic species) who have been greatly augmented with mechanical parts—or constructs with biological components added! Sometimes this is done by choice; sometimes it's the only way to save a badly wounded but still valuable individual.

The 'borg's Strain Limit and maximum increase by +4 (and stack with the Cyber Tolerant and Cyber Samurai Edges) and she gains \$20K worth of installed implants.

The hero no longer makes natural healing rolls but can still Bleed Out, and Wounds are fixed with the lower of the physician's Healing or Repair skill.

The price of such conversion is heavy, however. She must either take an additional non-Cyberware Major Hindrance or roll a permanent result on the **Cyberware Side Effects** table (reroll Internal Bleeding results).