Vehicle Expert

The following Edges represent your ability to dominate enemies or support crewmates in vehicular combat—whether on the ground, in the air, or amongst the stars.

Ace

Prerequisites: Piloting 3

You can trust your quick reflexes will always be there for you, even when swarmed by enemy ships. When you Defend, if your vehicle takes no damage before the start of your next turn, gain a +1D bonus to all Piloting and Gunnery checks you make on your next turn.

Deadshot

Prerequisites: Gunnery 3

You can bullseye womp rats in a T-16, and they aren't much bigger than two meters. Once per turn, after you hit a target with an attack using the Gunnery skill and roll damage, add the Piercing special quality.

Dogfighter

Prerequisites: Gunnery 2 and Piloting 2

You know first-hand that the best pilots and gunners survive due to their experience and instincts. When you spend a Knowledge Point on a Piloting or Gunnery check, roll the check twice and take the higher result.

Veteran Crewmate

Prerequisites: Computers 3 or Vehicles 3

You are no stranger to jury-rigging, dubious patch jobs, and getting creative under duress to save your fellow crewmates. When you take a Vehicle-Only Crew Action, gain a +1D bonus. The first time during an encounter you fail a Vehicle-Only Action, you can choose to succeed instead.

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