Vehicle Combat

Any rules related to vehicle combat.

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Vehicle Damage and Movement Scale

When a character attempts to damage a vehicle or starship, or vice-versa, the damage is adjusted (either multiplied or divided) to reflect the difference in scale. For each step up in scale, damage is halved. For each step down, damage is doubled. Example: a character attacking a speeder halves their damage, while a large starship attacking a small starship doubles their damage.

- **Speeder:** x or / 2
- **Tank or Small Starship:** x or / 4
- **Structure or Large Starship:** x or / 8

When vehicles move in relation to characters or different kinds of vehicles, the number of zones they move is adjusted (either multiplied or divided) to reflect the difference in speed scale, as follows:

- **Tank:** x or / 2
- **Speeder:** x or / 4
- **Slow Starship:** x or / 8
- **Average Starship:** x or / 16
- **Fast Starship:** x or / 32

Vehicle Combat

A vehicle is essentially its own character, with its own Attributes: **Maneuverability**, **Resolve**, and **Armor**.

With several exceptions, Vehicles use the same rules as Personal Combat. Make the following adjustments when running **Vehicle Combat**:

- A vehicle's **Resolve** is based solely on the core vehicle type and upgrades.
- A vehicle's **Armor Rating** does not reduce its **Defense**.
- A **vehicle's Initiative** score is determined by its pilot, equaling 6 + PER + Tactics + (Pilot or Drive).
- A **vehicle's Defense** score is determined by its pilot and maneuverability, equaling 6 + MEC + Maneuverability + (Pilot or Drive).
- Each vehicle involved in combat acts in Initiative order, with each combatant aboard declaring and resolving actions in any order they desire.

Pilot and Gunner Actions

While inside a vehicle, pilots and gunners can take the same actions as they would during Personal Combat. Make the noted adjustments for the following actions:

- **Attack.** Pilots and gunners add the vehicle's **Maneuverability** to their Attack rolls. A vehicle weapon can only be used to make one attack per combat round.
- **Defend.** Pilots increase the vehicle's Defense by double their Pilot or Drive rank until the start of their next turn. If this causes an attack that would hit the vehicle to miss, its Defense returns to its normal value.
- **Dash.** Pilots must succeed on a TN 15 **MEC + (Pilot or Drive)** check to successfully take this action, adding the vehicle's **Maneuverability** to the result.
- **Aim.** A pilot or gunner increases their next Attack roll by their Gunnery or Sensors rank. If the target is Medium or closer, increase it by double your rank instead.

Vehicle-Only Crew Actions

While inside a vehicle, non-pilots and gunners can take the same actions as they would during Personal Combat—but those actions can only impact outcomes within the vehicle.

Additionally, at the GM's discretion, characters can take the following crew-only actions while inside a vehicle. These actions must be taken before any Pilot or Gunner actions occur during a combat round.

- **Adjust Deflectors**. A crew member can make a TN 15 **DEX or PER (Computers or Vehicles)** check—or TN 20 if the vehicle is Downed. On a success, they can add 6 to the vehicle's Armor Rating against the first successful attack before the start of its next turn. On a failure, they only add 3. A vehicle can only benefit from one (the best) Adjust Deflectors bonus to its Armor at a time.
- **Divert Power**. A crew member can make a TN 15 **MEC or TEC (Computers or Vehicles)** check—or TN 20 if the vehicle is Downed. On a success, they can subtract up to 6 from the Vehicle's Armor Rating and add an equal number to either the vehicle's Pilot, Drive, Gunnery, or Sensor checks. On a failure, they can only subtract a maximum of 3 from the Armor Rating for this effect. The effect lasts until the start of the vehicle's next turn.
- **Jury-Rig Systems**. A crew member can make a TN 15 **STR or TEC (Computers or Vehicles)** check—or TN 20 if the vehicle is Downed. On a success, the vehicle regains Resolve equal to your Computers or Vehicles rank. A vehicle can only benefit from this once per combat round. At the end of the encounter, reduce the vehicle's resolve by 2D (to a minimum of 1.)

Downed Vehicles and Fallen Fates

A vehicle can become **Downed** in the same way that a character becomes Wounded. Downed vehicles cannot move unless they take the Dash action. At the end of an encounter, a Downed vehicle gains 1 Resolve and is no longer Downed.

When a Downed vehicle takes damage, all characters onboard choose a **Fallen Fate**. Until the vehicle is no longer downed, they can ignore this effect a number of times equal to the pilot's **Pilot** or **Drive** rank—depending on the vehicle type. If the vehicle takes damage greater than half its Resolve (rounded down), they cannot ignore this effect.

At the GM's discretion, significant NPCs can also choose a Fallen Fate when appropriate.

When PCs must choose a Fallen Fate, each does so one at a time. Resolve and narrate the outcomes at the same time, in any order they desire. Characters can choose from one of the following **Fallen Fates**:

- **Daring Escape.** Narrate your unlikely survival alongside the GM. You can only choose this Fallen Fate once during your character's life.
- **Desperate Push.** Roll 2D. On a 5 or less, die suddenly and narrate your final moments alongside the GM. On a 6 or higher, you survive and regain 1 Force Point.
- **Heroic Sacrifice.** Choose an ally. They can ignore selecting a Fallen Fate. Then, you die and narrate your heroic final moments alongside the GM.
- **Tragic Demise.** You die. Narrate your tragic final moments alongside the GM. All your allies who witness the death immediately regain all their Force Points.