

Steering

Nyeeoowm, vrrrrrooom, bpbpblpblpblpblppp!

- Cockpit
- Bridge
- Command Room
- Evasive Maneuver Rules

Cockpit

Cockpit.png

Cost ☐1 ☐1 ☒1

Basic steering capabilities. Must be operated throughout the length of any flight. Does not have cupholders.

Bridge

Bridge.png

Cost □5 ◇3 ✂2

Has autopilot and evasive protocols (able to dodge ship to ship and other long range projectiles). Comes with basic computers and short range comms, but no internet). Although, it does have cupholders!

Command Room

CommandRoom.png

Cost □7 ◇5 ⚡2

Has autopilot and evasive protocols (able to dodge ship to ship and other long range projectiles). Comes with basic computers and short range comms, but no internet. Can be called in remotely, automatically landing in a safe space nearby. Has mission control protocols. You can use the center console to plan a mission ahead of time. While following the specific steps of the mission, the party will receive a +1 circumstance bonus to all checks related to the plan. Has WAY more cupholders than the Bridge module. Like at least 16 more cupholders all over the room. And heated seats.

Evasive Maneuver Rules

When a long range attack of some sort is incoming, the pilot may choose to engage in an evasive maneuver. To perform evasive maneuvers, you will need a bridge or a command room.

Nearly every long range attack will have a power rating that needs to be matched by the total thrust power. Laser attacks and railguns typically have the highest rating, missiles the next highest, and cannons and guns have the lowest rating. Combustion thrusters have 2 power and ion thrusters have 1. When firing a combustion thruster to evade an attack, it consumes ☐1. **Higher size classes of ship add on an additional power requirement.**

Next, the pilot will make a piloting check based on the size class of the ship. If it is successful, the attack is entirely evaded. If it is not successful, the attack hits, and any fuel consumed is still.