

Star World – Ship Moves v1.0

Ship Moves

Ship move: Undertake Evasive Maneuvers

- When you **undertake evasive maneuvers**, roll+Helm.
 - On a ten up, you evade damage equal to your Speed. On a 7-9, you don't quite make it. The MC will offer you a worse outcome, hard bargain, or ugly choice.

Ship move: Open Hailing Frequencies

- When you **open hailing frequencies**, roll+Comms.
 - On a ten up, ask 1+Sensors questions about the ship you hailed. Take +1 when you act on the answers. On a 7-9, the MC will reveal something about your ship for every question you ask: a weakness, a forgotten rivalry, or an old enemy."

Ship move: Assess a Tactical Situation

- When you **assess a tactical situation**, roll+Tactics:
 - On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a ten up, ask 1+Sensors. On a 7-9, ask 1.
 - Which ship in the area is the fastest / sturdiest / most dangerous?
 - What's the best escape route / way in / way past?
 - Who's in control here?
 - What just happened here?

Ship move: Fire on Enemy Ships

- When you **open fire**, roll+Tactics
 - On a ten up, roll Weapons and inflict damage. On a 7-9, roll Weapons, but you open up your ship to attacks.

Ship move: Reconfigure the Ship's Systems

- When you **reconfigure the ship's systems**, roll+Engineering:
 - On a ten up, hold three. On a 7-9, gain one hold. You may spend the holds to:
 - Exchange points between Engines, Weapons, and Sensors, one for one
 - Give a crew member +1 forward on their next ship move
 - Refresh an advanced technology attached to the ship
 - Bring a disabled ship system back online

Ship move: Scan objects, planets, and phenomena

- When you **scan objects, planets, and phenomena**, roll+Science:
 - On a ten up, ask 1+Sensors. On a 7-9, ask 1.
 - Are there any signs of _____?
 - What should we be on the lookout for?
 - What here is not what it appears to be?
 - What here is useful or valuable?

How Ship Combat Works:

When your ship *opens fire* on other ships and hits, roll a number of d6s equal to your ship's Weapons rating. Any dice that come up higher than your target number causes one point of damage:

Target Numbers:

- Explorers: 6
- Fighters / Freighters: 5
- Flagships / Space Stations: 4
- Warships: 3

Damage done to NPC ships is handled by the MC. If the players exhaust the hull of an NPC ship, they may elect to shutdown systems to keep the NPC from fleeing, communicating, etc.

When the players' ship takes damage, they must first reduce the hull rating of the ship. When the hull has been exhausted, the players may elect to shut down systems instead of being destroyed:

Systems to disable / shut down:

- Life Support
- Engines
- Sensors
- Weapons
- Communications

When there are no more systems to shut down, the ship is destroyed. Characters may bring disabled systems back online by *reconfiguring the ship's systems*.

If the ship is destroyed, the Captain can make the following move:

- When **your ship is destroyed**, roll+Helm:
 - On a ten up, you and your crew all make it to escape pods. On a 7-9, everyone will live if you go down with the ship.