QUICK REFERENCE

SKILL LISTS

SPACEFARING SKILLS
Gunnery
Pilot
Tactics
Technology

ACTION SKILLS
Athletics
Fight
Notice
Shoot
Sneak

SOCIAL SKILLS
Discipline
Empathy
Investigate
Provoke
Rapport

PERSONAL DAMAGE

Many things can cause damage to your character, not all of them direct attacks.

- **Mental Attacks:** Someone attacking you with Provoke can cause damage depending on the circumstances and your relationship with them—you need to care about what they have to say, have a reason to be afraid of them, etc.
- **Physical Damage:** Being hit by attacks in a fight can cause damage.
- **Damage in Engagements:** Space combat is *terrifying*. For each instance of damage your ship takes, you suffer 1 shift of damage. If you happen to be aboard a ship when it's destroyed and you can't eject, that's that.
- **Missing a Night's Sleep:** Automatically suffer 2 shifts of damage for the first night of sleep you miss, 4 for the second consecutive night, 6 for the third consecutive night, etc. You can't recover from stress if you've missed the previous night's sleep.
- **Death and Loss:** The first time you witness the death or severe injury of a comrade, suffer 4 shifts of damage. Each time thereafter, suffer 1 fewer, until you're sufficiently jaded that it causes zero stress. The GM may compel your relationship aspects to increase this stress as appropriate.

RECOVERING FROM STRESS

The first thing to do after *any* scene where you take on stress is attempt to dispel that stress. Make an overcome roll with Discipline vs. a difficulty equal to the amount of stress you have. The difficulty maxes out at 5, even if your stress track is longer because of a stunt. This attempt costs you no time at all.

- **If you fail:** Keep your stress, or get rid of it at some serious cost.
- **If you tie:** Lose half your stress (round down), or you succeed at some mild cost.
- **If you succeed:** Remove all your stress.
- **If you succeed with style:** Remove all your stress, and take a boost for use in the next scene that reflects your exceptionally chill and unflappable mental state.

If you can't clear stress using Discipline, an option is to *spend* a fate point and describe how you use your healthy decompression aspect to get back to mental and emotional equilibrium, then clear your stress.

Blowing off steam in an *unhealthy* way works too. *Accept* a fate point, describe how you're engaging in the vice defined by your decompression aspect, watch your stress melt away, and describe how it gets you into trouble.

ENGAGEMENTS

An engagement consists of four phases: Detection, Maneuver, Action, and End of Round.

DETECTION PHASE

Determine whether any ships are undetected going into combat.

Every pilot and the GM roll overcome actions with Technology. Look at where the GM's result falls in the range of player results.

- **GM beats highest player:** 1 GM ship (or flight) is undetected (w/ style = all GM's ships)
- **GM between highest and lowest player (including ties):** Nobody undetected
- **Lowest player beats GM:** 1 PC-piloted ship is undetected (w/ style = all PC-piloted ships)

MANEUVER PHASE

Establish which pilots have advantage over others, enabling them to attack. If you want to concede or attempt to disengage, this is the time.

If this is the *first* maneuver phase of the engagement, place a marker representing your ship on the maneuver chart like so (the GM does this for their ships too):

- If you are undetected, place your ship in the Undetected section.
- If your ship is a capital ship, a cargo ship, passenger liner, or any other sort of big ship, place it in Special.
- Otherwise, perform an overcome action with Tactics. Place the marker representing your ship on that number (or lower, if you wish).

If this is the *second or later* maneuver phase of the engagement, place a marker representing your ship on the maneuver chart like so (the GM does this for their ships too):

- If you were on someone's tail and no longer are (the target was destroyed, the target shook you off, or you chose to break off), perform an overcome action with Tactics as if it were the first maneuver phase.
- If you shook someone off your tail last phase, perform an overcome action with Tactics as if it were the first maneuver phase.
- If you are currently in the Undetected slot of the maneuver chart, perform an overcome action with Tactics as if it were the first maneuver phase.
- If you were in Special last turn because you were switching zones, perform an overcome action with Tactics as if it were the first maneuver phase but in the new zone.
- If you choose to bug out, place your ship in Special.
- If you choose to switch zones, place your ship in Special.
- Otherwise, stay where you are on the maneuver chart based on the end of round phase of the previous round.

ACTION PHASE

Make attacks, create advantages, and perform all sorts of other actions.

The pilot of the ship highest on the maneuver chart who hasn't yet gone this round goes next. On your turn, take two actions from the list of available actions: Step 1 and Step 2 (see next page). Play then passes to the next highest ship on the maneuver chart that hasn't yet gone this round. Once all ships take a turn in the action phase, the phase is complete.

END OF ROUND

Degrade your maneuver chart position (slide your ship down one slot) unless an action, stunt, etc. says you should not. Then, return to the maneuver phase. Repeat the cycle of maneuver-action-end until one side is destroyed or disengages.

ACTIONS IN THE ACTION PHASE

For all actions, attack with Gunnery and defend with Pilot unless you use a stunt or modular equipment that specifies otherwise.

ATTACK ACTIONS

- **Desperate attack (full phase):** Spend a fate point to climb two slots on the maneuver chart, then attack a ship at or below your new slot. Acquire **EASY TARGET**.
- **Large target strike (full phase):** Attack a large target.
- **On their tail (full phase):** Position yourself in the slot directly above your target on the maneuver chart. Attack your target with a +2 bonus to your attack roll, increasing by +1 each round.
- **Snap shot (Step 1):** Attack a ship at your level or below on the maneuver chart.

NON-ATTACK ACTIONS

- **Create an advantage or overcome (Step 1 *or* Step 2):** As standard Fate Core actions.
- **Push (Step 2):** Overcome action, Pilot vs. Pilot. If aggressor wins, they push defender down the maneuver chart.
- **Repair (Step 2):** Overcome action with Technology vs. Fair (+2) to clear one damage instance.
- **Rescue (full phase):** Pick up a stranded pilot.
- **Shake off a tail (full phase):** Overcome action, Tactics vs. Tactics. If successful, both reposition in next maneuver phase.
- **Switch zones (Step 2):** If in Special maneuver slot, switch to a new zone.
- **Tactical refocus (Step 2):** Overcome action with Tactics. Position your ship at or below result on maneuver chart. Do not degrade.
- **Thin out the swarm (Step 1 *or* Step 2):** Overcome action with Gunnery (or another skill if specified) vs. Pilot of defending ships. Eliminate swarm aspect(s) if successful.