

## Manoeuvres

**Move Action:** Make a *Fly Check* to perform a manoeuvre from this list.

**Evasive Manoeuvres**     **DC:** Variable

Increase the ship's defences by  $1/10^{\text{th}}$  of your *Fly Check* until the end of your next turn.

**Outfly**     **DC:** 18

You push your engines to maximum capacity. Increase your Max Speed by 2 until the end of your next turn, but you cannot turn your ship until then.

**Outgun**     **DC** Variable

You position your ship to fire on the enemy. Attacks from your ship gain a +2 bonus against the target ship until the end of your next turn. Attacks from the target ship likewise suffer a -2 penalty against your ship. These modifiers apply to passenger, weapons and parts on the ships. The DC of this check is opposed by the *Fly Check* of the target ship's pilot, or zero for an unpiloted ship.

**Drift**     **DC:** 20

Turn the ship up to  $45^{\circ}$

**Cruise Control**     **DC** 25

The ship acts as though you are using *Keep Steady* for the next three turns.

**Stealth**     **DC:** Variable

Use your *Fly Check* as a stealth check for your ship, against the perception of any onlookers.

**Rock**     **DC:** Variable

You swerve sharply, increasing board DC by half your *Fly Check* until the end of your next turn.

**Fling**     **DC:** Variable

You turn off gravity and shields briefly to fling enemies off your ship. Creatures on the ship deck must make an acrobatics check against the DC of your *Fly Check*. Failure indicates that the target is knocked prone, and failure by 10 or more indicates they are thrown overboard.

**Chopper**     **DC:** Ref

You attempt to catch a flying creature within 1 square of your ship with your propellers. Make a *Fly Check* against their reflex defence. On a hit the target takes  $3d10+10$  damage and your propellers take half this amount. This Manoeuvre requires propellers.

*Special:* If someone onboard your ship is forced into the propellers, you can make a **Chopper** attack against them as a free action.

**Blast**     **DC:** Ref

You blast fire from one of your thrusters, affecting all creatures in a blast 3 placed by you at the back of your ship. Make a *Fly Check* against reflex defence of each creature in the blast. The thruster deals  $3d6+4$  damage to each creature hit, and half this much to itself regardless of the number of hits.

**Jaunt**     **DC:** 30

You teleport the ship 10 squares, and change the direction it is facing to one of your choosing. This manoeuvre requires a drive. The drive used to perform the manoeuvre takes  $2d10$  damage and cannot use this manoeuvre more than once per encounter.