

# Movement Actions

## Adjust Bearing

This is used to reduce the distance a starship must move before it can turn. First, the ship must decide if it is moving at half or full Speed. Make a (+0) Pilot (Space Craft) + Manoeuvrability test. Success allows the ship to turn after 1 VU less than its Speed value. For every degree of success it may turn after one less VU. A starship must move at least 1 VU. Once it has turned, it must move the rest of its half or full Speed value.

## Adjust Speed

This is used to reduce the distance a starship has to move. First, the ship must decide if it is moving at half or full Speed. Make a (+0) Pilot (Space Craft) + Manoeuvrability test. Success allows the ship to increase or decrease its move by 1 VU. For every degree of success it may increase or decrease its move by an additional one. The ship may not move less than 0 VUs forward or double its Speed. (See Flank Speed).

## Adjust Speed & Bearing

This is used when a starship wants to turn earlier while moving slower or quicker. First, the ship must decide if it is moving at half or full Speed. Make a (-20) Pilot (Space Craft) + Manoeuvrability test. Success allows the ship to increase or decrease its move by 1 VU, and may turn after moving 1 VU less than its Speed. Each degree of success awards the benefits of Adjust Speed and Adjust Bearing (see above.)

## Come to New Heading

This is used to make radical course changes. Make a (-10) Pilot (Space Craft) + Manoeuvrability test. Success allows the ship to turn when it has moved its half Speed value, then turn again when it has moved its full Speed value. The ship suffers -20 to Ballistic Skill tests during this turn.

## Disengage

This is used to flee from combat and shut down ships systems to hide from the enemy. This may not be used if an enemy is within 8 VUs. Make a (+0) Pilot (Space Craft) + Manoeuvrability test against an opposed (+0) Detection + Scrutiny test from opponents within 20 VUs. The ship may not fire weapons this turn.

A disengaged ship may not re-engage combat unless the GM allows otherwise, and not initiate a Stern Chase.

## Evasive Manoeuvres

This is used to avoid enemy fire. Make a (-10) Pilot (Space Craft) + Manoeuvrability test. Success, and each additional degree of success imposes a -10 penalty to all enemy shooting against you. You suffer the same penalty to your own shooting.

## Ramming & Boarding

If a starship ends its Manoeuvre Action within 1 VU of its target and its bow is facing the target, it may give up its shooting action to Ram the target. Make a (-20) Pilot (Space Craft) + Manoeuvrability test. If you succeed, the ship crashes into its target inflicting the following damage: 1d5 for transports/raiders, 1d10 for frigates, 2d5 for light cruisers, and 2d10 for cruisers. The ramming ship adds the result to their prow armour value for total damage inflicted. This ignores void shields. The ramming ship takes damage to their prow equal to the defending ship's armour plus 1d5, also ignoring void shields.

If a starship ends its Manoeuvre Action within 1 VU of its target, it may give up its shooting action to Board the target. Make a (-20) Pilot (Space Craft) + Manoeuvrability test. If you succeed the boarding action begins. Neither ship may take Manoeuvre or Shooting Actions while locked together, but can make Extended Actions as normal.

Ships locked together can only escape by making a (-20) Pilot (Space Craft) + Manoeuvrability test at the beginning of its turn. If it fails, it will suffer a -20 penalty to the opposed Command test. The two ships take their strategic turns simultaneously, dropping to last in the initiative order. Each character leading the action makes an opposed Command test (See below).

## Bonuses to opposed Command test.

Each 10 points of greater crew pop <sup>1</sup> .	+10
Each 10 points of greater Hull Integrity.	+10
Each Turret Rating of your starship.	+10
Starship is equipped with Barracks.	+20

For each degree the winner wins by, he may choose to inflict either 1d5 damage to Crew Population, 1d5 damage to Morale, or 1 point of Hull Integrity damage. Damage to Hull Integrity will also result in damage to Population and Morale, see **p.221**.

The losing ship must roll a d100 and compare it to their current Morale. If it fails, the ship surrenders to the enemy.