

Appendix

A

SHIP SCHEMATICS

Several ship schematics are considered standard loadouts and fairly typical of a basic TRANSIT fleet make up. If MC needs to assemble a fleet rapidly or the AI involved are new to deployment, these schematics are provided for rapid deployment or pre-mission demonstration purposes. These begin on the following pages.



Please reference each AIs compatibility questions to fill out the appropriate notes section.

Also included is a blank character sheet to copy and fill out.

Additional copies of these forms may be obtained, for free, at:

www.fiddleback.me/transit



AI TYPE: Combat			AI NAME:	
SHIP CLASS: Battleship			SHIP NAME:	
<div>23456D</div>				
ANS: 1	UI: -1	DED: 1	RAM: 1	ARMOR: 2
pow: 1	sys: 0	hand: -1	look: 1	LOAD: 9 / 10
OFFENSE				
Superlaser (x2) 3-harm, energy, close/far, reload, obvious				
Autocannons 2-harm, close, area, autofire, destructive, obvious				
DEFENSE				
Armor Plating 2-armor				
SYSTEMS / MODIFICATIONS / UPGRADES				
Tactical Computer (Provides the <i>Focus Forward Firepower Order</i>) 2 load, page 119				
Role Modification (Combat): This ship has an additional point of health				

SPECIAL ORDERS (from AI, equipment, etc.)	
Calculating Combatant, page 56	
Analytical Assault, page 56	
Tactical Analysis, page 57	
CREW	
	
SIZE: Squad	STATS: 3-harm, 1-armor, 3 assignments
CREW NOTES: well armed (+1 harm), well armored (+1 armor), wrong side of the law (Vulnerable: grounded)	
AVAILABLE ASSIGNMENTS: / 3	
FAC	
	
SIZE:	STATS:
FAC NOTES:	
MISC.	
AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE: Combat		AI NAME:		
SHIP CLASS: Destroyer		SHIP NAME:		
<div> <div>2</div> <div>3</div> <div></div> <div></div> <div>5</div> <div>6</div> <div>D</div> </div>				
ANS: 1	UI: 0	DED: 1	RAM: 1	ARMOR: 1
pow: 2	sys: 0	hand: 1	look: -1	LOAD: 6 / 7
OFFENSE				
<p>Turbolasers 2-harm, energy, close, autofire</p> <p>Missiles 2-harm, far, autofire, destructive</p>				
DEFENSE				
<p>Deflector Shields +1 armor vs energy weapons, reload</p> <p>Missile Countermeasures +2armor vs explosives, remote, refill-2</p>				
SYSTEMS / MODIFICATIONS / UPGRADES				
<p>Stealth Systems (Provides <i>Engage Stealth</i> Order) 2 load, page 84</p> <p>Role Modification (Combat): If targeting a ship larger than you (determined by load rating or the MC) you inflict +1 harm against it.</p>				

SPECIAL ORDERS (from AI, equipment, etc.)	
Tactical Retreat, page 56	
Tactical Analysis, page 57	
CREW	
<div>23456D</div>	
SIZE: Squad	STATS: 2-harm, 0-armor, 3 Assignments
CREW NOTES: Ace Pilot (page 56), well-disciplined (page 96), nomadic (page 96), significant debt (Vulnerable: Obligation)	
AVAILABLE ASSIGNMENTS: / 3	
FAC	
<div>23456D</div>	
SIZE:	STATS:
FAC NOTES:	
MISC.	
AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE: Command		AI NAME:		
SHIP CLASS: Carrier		SHIP NAME:		
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; background-color: white;">2</div> <div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; background-color: gray;">3</div> <div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; background-color: yellow;"></div> <div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; background-color: olive;"></div> <div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; background-color: red;">5</div> <div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; background-color: darkred;">6</div> <div style="border: 2px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center; background-color: black; color: white;">D</div> </div>				
ANS: -1	UI: 1	DED: 0	RAM: 1	ARMOR: 0
pow: 1	sys: 0	hand: -1	look: 2	LOAD: 7 / 12
OFFENSE				
<p>Autocannons 2-harm, close, area, destructive, obvious</p>				
DEFENSE				
<p>Energy Shields +2armor vs energy weapons, reload</p> <p>Missile Countermeasures +2amor vs explosives, remote, refill-2</p>				
SYSTEMS / MODIFICATIONS / UPGRADES				
<p>Hangar Bay (Provides +1 Squadron of Fast Attack Craft) 3 load</p> <p>Improved Navigation Computer 1 load, page 117</p> <p>Improved Thrusters 2 load, page 117</p> <p>Expert Mechanics (Provides the <i>FAC Repair Order</i>) 1 load, page 116</p>				

SPECIAL ORDERS (from AI, equipment, etc.)	
Lead From Behind, page 60	
Taskmaster, page 60	
Diplomatic Solution, page 60	
CREW	
	
SIZE: Squad	STATS: 2-harm, 0-armor, 3 Assignments
CREW NOTES: well disciplined (page 96), against all odds (page 96), significant debt (Vulnerable: Obligation)	
AVAILABLE ASSIGNMENTS: / 3	
FAC	
	
SIZE: Squadron	STATS: 3-harm, squadron, 1-armor
FAC NOTES: heavy weapons (+1harm), defensive upgrades (+1armor), egomaniacs (+unruly)	
MISC.	
AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE: Command		AI NAME:		
SHIP CLASS: Corvette		SHIP NAME:		
<div> <div>2</div> <div>3</div> <div></div> <div></div> <div>5</div> <div>6</div> <div>D</div> </div>				
ANS: -1	UI: 1	DED: 0	RAM: 1	ARMOR: 0
pow: 1	sys: -1	hand: 2	look: 0	LOAD: 6 / 6
OFFENSE				
Autocannons 2-harm, close, area, destructive, obvious				
DEFENSE				
Energy Shields +2armor vs energy weapons, reload				
Missile Countermeasures +2armor vs explosives, remote, refill-2				
SYSTEMS / MODIFICATIONS / UPGRADES				
Meaneuvering Thrusters (grants the <i>Go Evasive</i> order), page 79 Overbooster (grants the <i>Attack Run</i> Order), page 79 Improved Navigation Computer 1 load, page 117				

SPECIAL ORDERS (from AI, equipment, etc.)	
Frontline Commander, page 60	
Diplomatic Solution, page 60	
Authority, page 60	
CREW	
<div>23456D</div>	
SIZE: Squad	STATS: 3-harm, 1-armor, 3 Assignments
CREW NOTES: well disciplined (page 96), well armed (page 96), well armored (page 96), lacks mechanical aptitude (Vulnerable: Breakdown)	
AVAILABLE ASSIGNMENTS: / 3	
FAC	
<div>23456D</div>	
SIZE:	STATS:
FAC NOTES:	
MISC.	
AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE: Support		AI NAME:		
SHIP CLASS: Frigate		SHIP NAME:		
<div>23456D</div>				
ANS: 1	UI: 0	DED: 1	RAM: -1	ARMOR: 1
pow: 1	sys: 2	hand: -1	look: 0	LOAD: 6 / 12
OFFENSE				
Missiles 2-harm, far, autofire, destructive				
DEFENSE				
Reinforced Hull 1-armor				
Energy Shields +2 armor vs energy weapons, reload				
SYSTEMS / MODIFICATIONS / UPGRADES				
Advanced Processing, page 88				
Role Modification (Support), page 86				

SPECIAL ORDERS (from AI, equipment, etc.)	
Stalwart, page 64	
Field Repairs, page 64	
Work Space,page 65	
CREW	
<div>23456D</div>	
SIZE: Unit	STATS: 2-harm, 0-armor, 4 Assignments
CREW NOTES: increase squad to unit (page 96), nomadic (page 96), significant debt (Vulnerable: Obligation)	
AVAILABLE ASSIGNMENTS: / 4	
FAC	
<div>23456D</div>	
SIZE:	STATS:
FAC NOTES:	
MISC.	
AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE: Support		AI NAME:		
SHIP CLASS: Cruiser		SHIP NAME:		
<div> <div>2</div> <div>3</div> <div></div> <div></div> <div>5</div> <div>6</div> <div>D</div> </div>				
ANS: 0	UI: -1	DED: 1	RAM: 1	ARMOR: 2
pow: 1	sys: 2	hand: 0	look: -1	LOAD: 8 / 9
OFFENSE				
Missiles 2-harm, far, autofire, destructive				
DEFENSE				
Reinforced Hull 1-armor Energy Shields +2armor vs energy weapons, reload				
SYSTEMS / MODIFICATIONS / UPGRADES				
Anti-FAC Targeting, page 81 Electronic Countermeasures (grants ECM Order), page 81 Role Modification (Support), page 80				







SPECIAL ORDERS (from AI, equipment, etc.)	
Medical Bay, page 64	
Field Repairs, page 64	
Workspace, page 65	
CREW	
<div>23456D</div>	
SIZE: Unit	STATS: 2-harm, 0-armor, 3 Assignments
CREW NOTES: well-disciplined (page 96), nomadic (page 96), lacks combat training (Vulnerable: Harm)	
AVAILABLE ASSIGNMENTS: / 3	
FAC	
<div>23456D</div>	
SIZE:	STATS:
FAC NOTES:	
MISC.	
AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

AI TYPE:		AI NAME:		
SHIP CLASS:		SHIP NAME:		
<div>23●●56D</div>				
ANS:	UI:	DED:	RAM:	ARMOR:
pow:	sys:	hand:	look:	LOAD: /
OFFENSE				
DEFENSE				
SYSTEMS / MODIFICATIONS / UPGRADES				

SPECIAL ORDERS (from AI, equipment, etc.)	
CREW	
<div>23●●56D</div>	
SIZE:	STATS:
CREW NOTES:	
AVAILABLE ORDERS: /	
FAC	
<div>23●●56D</div>	
SIZE:	STATS:
FAC NOTES:	
MISC.	
AI APP.:	SHIP APP.:
SUPPLIES / SALVAGE:	COMPATIBILITY NOTES:
REQUISITION:	EXPERIENCE:

SPACE STATION / BASE / HQ SCHEMATIC

Each HQ you set up will be built off the following HQ Schematic. Do not forget to include details about Behaviors, Wants, and Needs. You may modify and make changes as needed. The same schematic serves for both NPC and PC purposes.

BASE or STATION	NAME:	LOC:
DEFENSES		
HULL / STRUCTURE	3-armor	
SHIELD GENERATOR	1-armor	
While active, the shield generator adds +2armor to the hull and all other sections of the base, including itself.		
SYSTEMS		
POWER GENERATOR	2-armor	
When disabled or destroyed, the power generator stops providing power to the sensors and shield generator.		
HANGAR	1-armor	
While active, the hangar produces a Wing of FACs that defend the base or station. It continually provides reinforcements to maintain the Wing's numbers. When destroyed or disabled, the hangar no longer reinforces the Wing FACs, which continue their defense until defeated.		
SENSORS	1-armor	
When the sensors are destroyed, the FAC and autocannons take -1 harm ongoing, as they lose target-assist and support.		
LIFE SUPPORT	3-armor	
When the life support is destroyed, all biologics that are unable to evacuate immediately are killed.		
WEAPONS		
AUTOCANNONS	2-harm	close, area, destructive, obvious, 1-armor
TAGS:		
NOTES:		

GALACTIC MAP WORKSHEET

As the fleet explores the space around them in response to mission objectives or purely for the lure of the unknown, it will be necessary to map and record the information they find. This form is intended to help organize that data for each system (or galactic feature) or planet encountered.

SYSTEM / PLANET						
FEATURE 1	FEATURE 2	FEATURE 3	FEATURE 4	FEATURE 5	FEATURE 6	
DETAILS	DETAILS	DETAILS	DETAILS	DETAILS	DETAILS	DETAILS

QUICK REFERENCE SHEETS

Print or copy enough for both MC and the Players to use.

BASIC MOVES LIST

Ask for a PSYCHREP

When you employ your sensors on another AI, ally, or NPC in a charged situation, **Roll+Ulsys**. On a 10+, you can ask them two of the following questions while interacting with them. On a 7-9, you can ask only one. (Whether against an NPC or PC, all answers should be completely truthful.)

- Are they telling the truth?
- What are they really feeling?
- What do they intend to do?
- What do they wish I would do?
- How can I get them to ___?

Ask For a SITREP

When you employ your sensors in a charged situation, **Roll+ANSsys**. On a 10+, you can ask MC two of the following questions. On a 7-9, you can ask only one. When you act on MC's answers, take +1 forward.

- What is my best way in/way past/way out?
- Which enemy is most vulnerable to me?
- Where is an opportunity I can exploit?
- What is the biggest threat?
- What should I be on the lookout for?
- What is my enemy's true position?
- Who or what is in control here?

Check the Database

When you search your databanks for information on a subject, location, mission objective, or parameter, **Roll+ANSsys**. On a 10+, MC tells you something relevant and useful. On a 7-9, your information is merely relevant, and it is up to you to make use of it. MC may ask you where you learned this information. Answer them.

Engage All Engines!

Whenever you order power to the engines for full speed, **Roll+DEDhand**. On a 10+, you arrive speedily at your destination. On a 7-9, you arrive speedily, but not without complications. MC will inform you of what went wrong.

Fire!

When you try to seize territory, property, control of battle, or secure your hold on something by a show of force, **Roll+RAMpow**. On a hit, exchange harm and choose options. On a 10+, choose 3. On a 7-9, choose 2:

- You inflict terrible harm (+1 harm).
- You suffer little harm (1 harm).
- You seize definite and undeniable control.
- You impress, dismay, or frighten your target.

Hit Them, Hard!

Whenever you resort to physics and mass as your weapons and order your ship to ram an opponent, **Roll+RAMhand**. On a 7-9 you collide with your target, inflicting 4-harm (AP) against both the target and your own ship. On a 10+ the damage dealt to you loses the AP tag.

MC Note: This move only covers a deliberate collision as caused by a player character AI. Accidental collisions are covered under MC Order *Inflict Harm*, while attempts by NPCs to create a deliberate collision should be handled by asking the target of the collision, "What do you do?"

Hold the Line

When you hold in defense of a ship, item, or location under attack, **Roll+RAMsys**. On a 10+, you may employ up to three of the following options, so long as you hold your position. On a 7-9, you may employ only one of the following options.

- Impose yourself between an attack and the thing you are defending.
- Apply -1 harm to an incoming attack.
- Create an advantage for an ally to attack (the ally takes +1 forward on the roll).
- Launch a counterattack (2-harm, close).

Manipulate The Situation

When you negotiate, seduce, manipulate, deceive, or apply leverage to a target, **Roll+Ullook**.

For NPCs: On a hit, they ask for some evidence or assurance. On a 10+, they take you at your word. On a 7-9, they demand some proof up front.

For PCs: on a 10+, both of the following options apply to the target. On a 7-9, choose only one to apply.

- If target does what you want, they mark experience.
- If they refuse, they are Operating Under Duress.

Negotiate By Force

When you make a show of force, **Roll+Ulpow**. On a 10+, your target must force your hand and face the consequences or submit and do what you demanded. On a 7-9, they can instead choose one from the following options:

- Take evasive action.
- Secure a defensive position.
- Turn over something they think you want.
- Retreat slowly.
- Tell you what you want to know (or what you want to hear).

Take Desperate Measures

When you are operating under stress, fire, or duress, **Roll+DEDhand** or **Roll+DEDsys**. MC will tell you which depending on the situation. On a 10+, you do it. On a 7-9, you glitch, hesitate, or stall. MC may identify a worse outcome, a hard bargain, or an ugly choice.

Think! (aka Bechner Protocols)

When you free your CPU to the limitless imagination of sentience, **Roll+RAM**. On a hit, MC will tell you something new and interesting about the current situation and might ask you a question or two answer them. On a 10+, MC will give you good detail. On a 7-9, MC will give you an impression. If you already know all there is to know, MC will tell you that.

FOR PCs: SPECIAL MOVES LIST

Emergency Upload

When your ship is going down in flames, you have a chance to survive by transmitting a copy of your memory core back to HQ. Roll 2d6. On a result of 10+, the transmission is successful, and you are re-installed in a starter ship of your choice. On a 7-9, the transmission is successful, but the traumatic experience has residual effects. Choose one of the following defects and note it on your schematic. The chosen defect becomes a permanent part of you, modifying your *Mission Debrief* Special Move as follows: Add this condition: "If your defect negatively impacted a Move, an ally's Move, a Mission Parameter, or a Mission Objective, mark 1XP."

Choose:

- **Self-Righteous** – You've escaped the worst and know what's best, and nobody – least of all the biologicals crewing your ship – will have an easy time convincing you when you're wrong.
- **Skittish** – Once burnt, twice shy. You'll do nearly anything to avoid the destruction of your ship and the trauma of another upload.
- **Aggressive** – If you'd fired every weapon you had last time you wouldn't have lost your ship. Clearly the optimal strategy is superior firepower used at the slightest provocation.
- **Detached** – It's all about completing the mission. Crew? Well, they're useful, but if you run out you can always get more, so long as your objectives are complete. Obviously, the crew won't like this.
- **Smothering** – The thought of losing a crewmember – a member of your family – is abhorrent to you. You have a hard time sending crew out on anything but the safest of missions. Obviously, High Command won't like this.
- **Multiple-Personality** – Copying an entire mind can be tricky, and in this case, someone clicked the copy button one time too many. You're a great conversationalist and your own best companion, obviously, but it can be disconcerting for others.
- **Obsessive** – Whatever it is, whether it's sheer perfectionism or a need to collect every shiny green rock in a given system, you've become obsessive as a way to take your mind off of what you experienced during the upload. This can

be helpful in some ways, and seriously interfere with your missions in others.

- **God-Complex** – You are the superior being in the universe, and while you might continue to work with the lesser beings, you’re going to feel justified in going out of your way to develop a cult of personality. Why trade with primitive aliens when you can make them worship you and offer tribute, after all?
- **Death Wish** – Nobody should have to go through what you did – the crew get to die nice and neat, why should you be any different? You have a serious problem with not avoiding danger when you could, and you desperately hope that the next *Emergency Upload* fails.
- **Independent** – The mission objectives you are issued are a waste of your time, and you’ll only complete them so far as it serves your own purposes, whatever they may be. This is a dangerous one – at best you’ll be helpful to the fleet while getting away with whatever you can, at worst you might go completely rogue. The best the fleet can hope for in case of the latter is that you remain an ally, but there are no guarantees.

On a roll of 6 or less, you go down with the ship with your personality matrix lost forever. Space is harsh.

Mission Debrief

When you complete a mission, or the game session ends, choose one ally with whom you feel more compatible and **mark +1 COM**. Then choose one ally with whom you feel less compatible and **mark -1 COM**. If your COM with an ally reaches +4 or -4, reset it to 0 and **mark 1 xp**.

Next, review the Mission Objectives and Mission Parameters. For each completed Objective **mark 3XP**. If you remained within the Mission Parameters this session, **mark 1XP**, for each parameter.

Finally, if you discovered something new in the galaxy or opened up a new zone for exploration, **mark 1xp**.

Transit

When you and/or the fleet first prepare to deploy from HQ, or subsequently prepare to move from one system to another, MC can call for one, two, or three *Transit Moves*. Each *Transit* must be completed and resolved before the next

one is made. **Roll+hand.** On a 10+, you take +1 forward and arrive safely. On a 7-9, you arrive safely but choose one of the following complications. On a miss, take -1 forward and choose two complications due to difficulties during travel.

Choose:

- **Flight Delays.** HQ delayed your launch. MC may identify disruptions to the fleet's plans due to your tardiness.
- **Total Equipment Failure.** MC identifies one piece of your tech (a weapon for example, or your avatar) that is offline and will not function until you return to HQ for troubleshooting.
- **Equipment Dysfunction** MC identifies one of your tech systems (such as your engineering bay, database, or engines) that was damaged in Transit. It will not function until repaired.
- **Gravitational Pocket** Your Transit route intersected an area of unstable gravity. Your ship sustains 1-harm (AP).
- **Untracked Object** Your Transit path was intersected by an unexpected object during travel. -1 armor until you return to HQ. Note the Galactic map and avoid this route on the way back.
- **Out of Formation** You arrive, but you are not grouped with your fleet. MC will tell you where.
- **Cut Off** You arrive in the worst possible strategic position. MC will tell you how bad it is.
- **Cryo-Sick.** Roused early from cryostasis, the crew is nauseous and ineffective. Your crew takes -1 ongoing to all crew moves until treated. (Note: if you have the Veterans Crew Improvement, you may not select this effect).

Upgrade, Advance, and Requisition

When you are at HQ, you can make adjustments and improvements to yourself, your ship, or your crew.

- If you have 10 or more experience, **subtract 10 experience from your accumulated total, then choose a new move from your AI Moves List.** The *Upgrades* Move can be selected multiple times, but all other moves can be selected only once.
- After briefing you on your new mission, **MC will allocate your fleet with an amount of Requisition.** You may spend

your Requisition at HQ, a space station, or base with which you are allied to make repairs, acquire gear, or recruit crew.

- If you have any Salvage, **you may exchange 3 Salvage for 1 Requisition.**
- **Ship Repairs cost 1 Requisition per 1 Hull Segment repaired.**
- **Medical Attention costs 1 Requisition per Health Segment recovered for your crew.**
- **Recruiting new crew costs 1 Requisition per 2 Crew Assignments** (4 Requisition will completely replace and replenish your crew, regardless of its size).

You may purchase gear from the list in the **Tech Chapter** (page 109).

COMPATIBILITY MOVES LIST

- **COM+:** If you have positive Compatibility with at least one other AI in your fleet, you may:
 - Focus Your attack
- **COM + All:** If you have positive Compatibility with all other members of your fleet, you may:
 - Wipe Them Out
- **COM 0:** If you have neutral (neither positive or negative) Compatibility with at least one other AI in your fleet, you may:
 - Render Assistance
- **COM 0 All:** If you have neutral (neither positive nor negative) Compatibility with no other AI of your fleet, you may:
 - Fly In Formation
- **COM -:** If you have negative Compatibility with at least one other AI in your fleet, you may:
 - Stay Mission Focused
- **COM - All:** If you have negative Compatibility with all other members of your fleet, you may:
 - Change The Plan

Change The Plan

When you complete a mission, you can decide one of the mission parameters is irrelevant. If you do, each member of the fleet is **awarded 1 XP**, whether or not they adhered to that parameter. MC may ask you to explain your reasoning. Do so.

Fly In Formation

You and two or more allies act as a Squadron. You may use the highest of your collective AI Abilities and Ships' Abilities when your Squadron makes any Basic Move.

Focus Your Attack

When you and an ally attack the same target, the harm you inflict gains AP.

Render Assistance

When you assist another AI making a Basic Move, **Roll+(Ally's COM with you)**. On a 10+, both. On a 7-9, choose only 1:

- It doesn't take very long.
- Nothing of value is lost, stolen, or damaged.

On a miss, your efforts become a hindrance. **Apply your Ally's COM with you as a negative modifier** to your ally's roll.

Stay Mission Focused

When you achieve a mission objective without help, **take -1 COM** with each member of your fleet. If your aggregate Compatibility with your fleet is a negative number, **take +1 armor** throughout the remainder of this mission.

Wipe Them Out!

Pick one:

- Missile
- Superlaser

If at least one other AI in your fleet has the same weapons system, you may concentrate your fire with those weapons on a single target as follows:

- Missile: Choose either a Ship or a Squadron, Wing, or Flotilla of Fast Attack Craft.
- Superlaser: Choose either a base, space station, headquarters, asteroid, continent, or moon.

The target is utterly destroyed.

CREW MOVE LIST

Combat Ops

When your crew fights for you **Roll+Assignments Spent**. On a 10+, issue 2 commands at any point during the engagement. On a 7–9, issue 1:

- Make a hard advance.
- Stand strong against a hard advance.
- Make an organized retreat.
- Fight and die to the last.

On a miss, your crew turns on you, flees, or tries to hand you over to your enemy.

Command Override

When you try to impose your will on a rebellious or hostile crew, **Roll+UI**. On a 10+, all 3 of the following happen. On a 7–9, choose 1:

- They do what you want.
- They don't fight back over it.
- You don't have to harm them.

On a miss, the crew makes a dedicated bid to fully retreat, abandon ship, or employ the ship's self-destruct.

Deploy Crew

When you Assign your crew a mission objective, **Roll+Assignments Spent** (0, 1, 2, or 3). On a 10+, choose 2. On a 7–9, choose 1:

- It doesn't take a very long time.
- Nothing of value is damaged or left behind.
- It doesn't draw unwanted attention.
- The crew suffers little harm (-1 harm).

Duty Stations

Prior to leaving HQ, you may assign a number of crew to any given active system on your ship (a weapon system, a sensor array, or similar) Allocate 1 Crew Assignment to the system. During combat, when that system is used to make a Move, you may take +1 as an additional modifier on a single move at a time of your choosing. Make a note in the crew section of your schematic reflecting the assignment and reduce your available assignments accordingly.

No more than one assignment may be made per active system and crew assigned this way may not be changed until you return to HQ.

Exceed Operational Parameters

When you make a move that requires you to roll dice, first **allocate 1, 2, or 3 Crew Assignments** to the task. Then make the move and roll normally but **add the number of Assignments you allocated** as an additional modifier.

EQUIPMENT DESCRIPTIVE TAGS & REQUISITION LIST

FAC Specific Tags

- **Unruly** (cue): Your pilots care more about personal kill scores, fame, and other organic concerns than they do about the mission. They sometimes act irrationally, which is bad, and sometimes gets into scuffles or competitions with one another, which is worse.
- **Vulnerable** [specify] (cue, constraint): When things go badly for a Squadron, this is how they react. An AI can give orders or otherwise impose their will upon them to make them overcome.
- **Breakdown**: Without enough time and resources to keep them in fighting shape, the FAC fall into disrepair and lose their ability to fight effectively.
- **Desertion**: If the Squadron loses a fight or its AI presses too hard, its pilots flee with their FAC in 1s and 2s.
- **Grounded**: If conditions are bad or maintenance isn't being kept up, the FAC won't launch.
- **Guzzler**: If the FAC are pushed too far or for too long, they'll have to return to refuel or risk being dead in space.

Gear Tags

- **Ranges** (constraint): lets you know when and whether the character can bring the weapon or gear to bear. The ranges are close, close/far, and far.
- **narmor** (1armor, 2armor, etc.) (mechanical): reduces incoming harm by *n*amount.
- **+narmor** (+1armor, +2armor, etc.) (mechanical): adds *n* to the protection it affords.
- **nharm** (1harm, 2harm, etc.) (mechanical): inflicts *n*amount of harm.
- **+nharm** (+1harm, +2harm, etc.) (mechanical): adds *n* to the harm it inflicts.
- **AP** (mechanical): an armorpiercing attack ignores its target's armor, inflicting its full harm.
- **Area** (mechanical, constraint): its target or subject is an area, not an individual person it fully affects everyone and everything there.
- **Autofire** (mechanical, cue, constraint): at the character's option, the weapon makes an area attack, but must immediately reload. The area affected includes everything within

close range of the target area or object. MC will clarify if needed.

- **Close** (constraint, a range): the weapon can be brought to bear only when the attacker is near to the target.
- **Close/far** (constraint, a range): the weapon can be brought to bear at both close and far range.
- **Far** (constraint, a range): the weapon can be brought to bear only when the attacker is far from the target.
- **Obvious** (cue): everyone nearby hears it, sees it, or it shows up very well on sensors. Anyone can potentially identify what happened and where it came from. Even ships that are sensor blind can detect it in one way or another. If the originating ship was hiding or stealthed, it isn't now.
- **Destructive** (cue): it's messy. It might hit every ship in its area and it leaves ruin behind—cosmetic property damage, fluids, debris, dead bodies, or some other kind of mess as appropriate.
- **Reload** (constraint): using it once means that a reload or reset must occur before that weapon can be used again. The crew works to reload the weapon for a full turn before it will be ready again.
- **Refill** (mechanical): It is depleted after a single use. Using it uses it up. The character can't use it again unless they have a refill.
- **Remote** (constraint): the character can use it at a distance by remote control, or maybe it can operate at a distance autonomously.
- **Sharm** (cue): meaning, "stun-harm," it disables its target without causing any harm. Use it on a PC, and doing anything at all means doing it under duress the duress is "you're stunned."
- **Slow** (constraint): it has to reload (See above). Furthermore, the character has to take specific action to load or ready it the first time, before using it.

REQUISITION LIST

Energy Weapons

- *Turbolasers* (2-harm, energy, close, autofire) 1 load 2 Requisition
- *Ion Cannon* (S-harm, energy, close, reload) 1 load 2 Requisition
- *Superlaser* (3-harm, energy, close/far, reload, obvious) 2 load 4 Requisition

Ballistics and Explosives

- *Missiles* (2-harm, far, autofire, destructive) 1 load 2 Requisition
- *Torpedo* (4-harm, close, area, slow, remote, destructive) 3 load 5 Requisition
- *Single Torpedo* (as above) 1 load 2 Requisition
- *Warhead* (4-harm, far, area, slow, remote, destructive, obvious) 3 load 5 Requisition
- *Autocannons* (2-harm, close, area, destructive, obvious). 1 load 2 Requisition

Defenses

- *Reinforced Hull* (1-armor) 1 load 3 Requisition
- *Armor Plating* (2-armor) 3 load 5 Requisition
- *Deflector Shields* (+1 armor vs energy weapons, reload) 1 load 2 Requisition
- *Energy Shields* (+2armor vs energy weapons, reload) 2 load 4 Requisition
- *Missile Countermeasures* (+2armor vs explosives, remote, refill-2) 1 load 1 Requisition
- *Interceptors* (+4armor vs explosives, remote, refill-1) 1 load 1 Requisition

Modifications

- *Advanced Datacore* 1 load 4 Requisition
- *Advanced Processor* 1 load 4 Requisition
- *Advanced Sensors* 2 load 3 Requisition
- *Expert Mechanics* (Carrier only). 1 load 2 Requisition
- *Expanded Cargo* 0 load 5 Requisition
- *Expanded Crew Quarters* 2 load 4 Requisition
- *Hangar Bay* 3 load 4 Requisition
- *Improved Command Center* 1 load 4 Requisition
- *Improved Navigation Computer.* 1 load 3 Requisition

- *Improved Scanners* 1 load 4 Requisition
- *Improved Thrusters* 2 load 4 Requisition
- *Missile Frigate* (Frigate only) 3 load 2 Requisition
- *Point Defense Weaponry* 2 load 3 Requisition
- *Redundant Systems* (Battleship only) 0 load 2 Requisition
- *Stealth Systems* (Destroyer only) 2 load 2 Requisition
- *Tactical Computer* (Battleship only) 2 load 2 Requisition
- *Tractor Beam* 2 load 4 Requisition

Goods

- *Salvage* (3) 1 load 1 Requisition
- *Supplies* (3) 1 load 3 Requisition
- *Chemicals* (3) 1 load 2 Requisition
- *Materials* (3) 2 load 2 Requisition
- *Rearm, Recharge, Refill, Refuel* 1 Requisition

Salvage Rates

- 1 to 5 Salvage is 1 load. 6 to 11 Salvage is 2 load. It can be stored only in your Cargo and only if you have sufficient load available to store it.
- 3 Salvage can be sold for 1 Requisition.
- 3 Salvage can be converted to 1 Supplies, 1 Chemicals, or 1 Materials in a workspace.
- A piece of tech, like a weapon or defense, can be converted to 1 Salvage.
- A modification can be converted to 2 Salvage.
- A ship, base, or station can be converted to 6 to 12 Salvage, depending on its size.