

# EMPEROR NORTON'S STARSHIP HOUSE RULES V1.21

## NEW WEAPON QUALITY: TARGET LOCK (PASSIVE)

Weapons with the target lock are much harder to hit with if you do not actively lock on to your target first. When firing these weapons, you upgrade the difficulty of the combat check to hit by 2, unless you have used the Aim maneuver or Active Targeting Action against the target, in which case, instead upgrade your combat check by 1.

Add Quality to: Concussion Missile Launcher, Proton Torpedo Launcher.

## NEW WEAPON QUALITY: SLOW TRACKING (PASSIVE)

Slow tracking weapons have a hard time targeting high speed targets at Close Range. The difficulty of attacking a target at Close Range that is moving at Speed 4 or greater is increased by 2 steps rather than 1. If this would push the difficulty above Formidable (◆◆◆◆) the check is Impossible.

Add Quality to: Concussion Missile Launcher, Ion Cannon (Heavy), Ion Cannon (Battleship), Proton Torpedo Launcher, Tractor Beam (Heavy), Turbolaser (All)

## REVISED VEHICLE CHARACTERISTIC: HANDLING

A vehicle with positive Handling that is moving at speed 3+ also adds it's Handling in ■ to any combat check made against it.

## REVISED VEHICLE CHARACTERISTIC: SHIELDS

All references to Defense are changed to Shields, which no longer provide ■. Instead, add the following:

When the Vehicle suffers a hit from a combat check in an arc they have shields, after damage is calculated, the pilot may take the Shields incidental. The vehicle suffers 3 system strain and adds his 2+Shield rating in that arc to his Armor for the purposes of soak for one hit per attack.

Double the amount of shields on all ships and distribute it evenly across all arcs. For example, an A-Wing would have a shield rating of 1 in each arc, a B-Wing would have a shield rating of 3 in each arc. The angle deflector maneuver can now move up to 2 points of shields rather than just 1.

## REVISED TALENT: FULL STOP (ACTIVE)

As an incidental, reduce the Speed of the vehicle you are piloting to 0. The vehicle suffers strain equal to its Silhouette.

## REVISED TALENT: HOLD TOGETHER (ACTIVE)

As an incidental, after learning the results of a critical hit on a starship you are crewing, the character may spend a Destiny Point and the ship suffers 3 system strain to cancel the critical hit.

## REVISED MANEUVERS: ACCELERATE/DECELERATE & PUNCH IT

The Accelerate/Decelerate & Punch It Maneuvers are removed from the game. Their effects are rolled into the Fly/Drive maneuver as shown below.

## REVISED MANEUVER: FLY/DRIVE

When a character performs the Fly/Drive maneuver, before or instead of changing their relative distance to a target, the pilot may do one of the following:

- increase or decrease the speed of the vehicle by 1
- increase or decrease the speed of the vehicle by 2 (Vehicles with a Maximum Speed Rating of 5 or higher only)
- increase or decrease the speed of the vehicle by any amount, then suffer strain equal to its Silhouette.

The vehicle's Speed cannot be reduced below 0 or raised above its Maximum Speed Rating.

## NEW ACTION: ACTIVE TARGETING

Active Targeting is an action that targets a single vehicle and requires an Average (◆◆) Computer check. If successful, the vehicle can attack the target outside its Sensor Range on all attacks until the end of the character's next turn. It must still be within the weapon's range.

## REVISED ACTION: BLANKET BARRAGE

Replace the second third paragraph with:

When performing the Blanket Barrage action, the character makes an Average (◆◆) Gunnery check and selects all weapons of a single type (heavy turbolasers, medium ion cannons, etc.) within one or more of his ship's firing arcs. Those weapons count as firing that round. Until the end of the character's next turn, all opposing vehicles with silhouette 4 or smaller upgrade the difficulty of any combat or pilot checks made at Short Range from this vehicle within the Blanket Barrage's arc, plus one additional time per ☹☹ scored on the Blanket Barrage Gunnery check. If **any** vehicle's combat or pilot check in the affected arc generates ☹☹(+☹ per range beyond Short), they suffer one automatic hit, which deals half the base damage (rounding up) of the type of weapon used in the Blanket Barrage action. If the combat or pilot check generates ☹, they suffer one automatic hit dealing the base damage of the type of weapon used in the Blanket Barrage action.

If an opposing vehicle makes no combat or pilot check while within Short Range in the arc of a Blanket Barrage, it suffers one automatic hit, which deals base damage of the type of weapon used in the Blanket Barrage action. On his turn, a pilot may use an action to make an Easy (◆) Pilot check for no effect to keep this effect from activating. This check is still upgraded as any other pilot check within the effected arcs would be.

## REVISED ACTION: GAIN THE ADVANTAGE

Replace the Speed Advantage Difficulty table with:

DIFFERENCE IN SPEED	DIFFICULTY
Speed of the initiating vehicle is 2 or more higher than the speed of the target vehicle.	Easy (◆)
Speed of initiating vehicle is within 1 of the speed of the target vehicle.	Average (◆◆)
Speed of the initiating vehicle is 2 less than the speed of the target vehicle.	Hard (◆◆◆)
Speed of the initiating vehicle is 3 or more less than the speed of the target vehicle.	Daunting (◆◆◆◆)

There are two new options for spending Advantage from a Gain the Advantage Pilot roll.

☹☹ You choose one of the target vehicle's fire arcs until the bonuses from Gain the Advantage are ended. The target vehicle can only fire on you with weapons that can target that fire arc, and you may only attack this firing arc.

☹☹ You cover your allies from the target vehicle until the bonuses from Gain the Advantage are ended. If the target vehicle makes an attack with a pilot manned weapon against any target other than you, upgrade the difficulty by 1, plus 1 for each time this ability is activated. If the target vehicle's combat check generates ☹☹/☹, they suffer one automatic hit dealing base damage of one weapon without the limited ammo quality on your ship.

☹ You immediately deal a single hit against your target, dealing base damage of one weapon without the limited ammo quality of your ship. This may only be done once per check.

Gain the Advantage may only be used against targets of Silhouette 4 or lower.

## COMBAT CHECK WITH VEHICLE WEAPONS DIFFICULTY

For each range band beyond Short range, consider the target to have a Silhouette one smaller, to a minimum of 0. Add the following to the Silhouette Comprison table

DIFFERENCE IN EFFECTIVE SILHOUETTE	DIFFICULTY
Firing Vessel has a silhouette 5 or more points larger than target ship.	Impossible

Tracking high speed targets like Starfighters at Close Range is also more difficult. The difficulty of attacking a target at Close Range that is moving at Speed 4 or greater is increased by 1 step. If this would push the difficulty above Formidable (◆◆◆◆) the check is Impossible.

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## REVISED RULES: SENSORS

The information given about targets in a vehicle's area is based upon the range from the Vehicle, and its Sensor Range.

RANGE FROM VEHICLE	TARGET INFORMATION GIVEN
Sensor Range/Sensor Range + 1	Number and Details
Sensor Range + 2	Number and Silhouette
Sensor Range + 3	Existence
Sensor Range + 4	None

A vehicle may attack a target within its Sensor Range normally. The Active Sensors rule is removed.

## INDIVIDUAL SHIP CHANGES

**Alpha-Class XG-1 "Star Wing" Assault Gunboat:** Increase Handling to +1

**RZ-1 "A-Wing" Light Interceptor:** Increase Strain and Hull Threshold to 8

**TIE-D "Defender" Multi-Role Starfighter:** Increase Speed to 6, Reduce Hull Threshold to 8

**TIE/LN Starfighter:** Reduce Handling to +2

**TIE/IN Interceptor:** Increase Hull Threshold to 8