

Star Wars: Starfighters of the Adumar - Dogfighting and Space Combat Houserules

Version 1.0

Space Combat as presented in the Core Rulebook is a bit jank, especially for starfighter based parties, so I've attempted to fix that and also add some more stuff to do in it for players, mainly by replacing it using a couple of sets of popular houserules from across the internet.

The underlying assumption is that once two or more craft have entered Close Range they're dogfighting: tight manoeuvring, making use of their vessel's speed and turning capabilities trying to get behind the opponent. Once nicely tucked in his six o'clock, the pursuer has several advantages: ability to compensate for evasive manoeuvres, choosing which zone to hit (by going above or below the horizontal axis to hit the front of the target) and others. The target being tailed will try to shake the opponent off and even the score. However, even if you don't manage to get behind your opponent you might still be able to get a snapshot off during the frantic manoeuvring.

The "Perform a Combat Check with Vehicle Weapons" Action needs some special attention: In a dogfight you're *not* guaranteed to be able to attack an opponent every round. If you only have a forward firing weapon and the enemy craft is behind you, you're out-of luck. Even if your six is clear, you have to "earn" the chance to take a shot by some skilful manoeuvring. Having a 360 turreted weapon is a huge advantage in a dogfight. It allows you to engage a target that isn't in your frontal arc (even when he's tailing you).

The "Gain the Advantage" Action is gone and replaced by the "Dogfight" Manoeuvre. This manoeuvre is at the core of the system and involves an Opposed Piloting roll between the Active Party (taking his initiative turn) and the target.

Section 1: Dogfighting

Dogfighting

Pilot Only: Yes

Silhouette: 1-4

Speed: Any

Tight, close quarters manoeuvring with the aim of gaining a positional advantage over an opponent. It involves turning, twisting, rolling and extreme delta V's while at the same time anticipating an opponent's manoeuvre. The Dogfighting Manoeuvre is declared against a single vehicle or Close Formation (this generally applies to minion groups; they're assumed to operate as Leader/Wingmen).

A Dogfight manoeuvre is an Opposed Roll (p.24 of Core Rules) matching the two vessels' Piloting Skills against each other. The Active player also adds the Handling of his vehicle to the check plus any additional modifiers.

The difficulty of the Dogfight Manoeuvre is also modified by the relative Speed Rating of the two craft as shown in the table below:

Speed Difference	Difficulty Upgrade
-2 or less	Upgrade 2 Dice
-1	Upgrade 1 Die
0	No Change
+1 or more	Downgrade 1 Die

Example:

A flight of two TIE's is engaged at close range with a modified YT-1300 Freighter armed with one 360 dorsal turret and one Forward Missile Launcher. The TIE leader declares a Dogfight Manoeuvre so it's time to build a Dice Pool.

The TIE Wing has an effective Piloting Skill of <GGY>. Should one of the TIE's be destroyed this would drop to <GGG>.

The Pilot of the YT-1300 is pretty good and knows her way around a fight. She has a Piloting Skill of <GGYY>. For the Opposed Check this translates to <PPRR>.

The Speed Difference between the TIE's (5) and the YT (3) is +2, so one of the Difficulty Dice is downgraded from <R> to <P>. Finally, the agile TIE's (+3 Handling) are very well suited to this kind of work and add <WWW> to the Dice Pool.

The final Dice Pool looks like this: <GGYWWW PPRR>

Dogfight Manoeuvre Resolution

Net Successes resulting from a Dogfighting Manoeuvre are spent on one or more “Dogfight Moves” selected from the list below. Zero successes or less means the Pilot was completely outclassed and shut out at every opportunity.

All Dogfight Moves identified as “Attack” refer to earning a shot using a fixed forward facing weapon. The Pilot may use the “Perform a Combat Check with Vehicle Weapons” Action later in his turn.

360 Turret mounted weapons can always attack regardless of the outcome of the Piloting check.

Generally each Dogfight Move may only be picked once and only one “Attack” move may be selected per Dogfighting roll.

Successes	Dogfight Move
2	<p>Get On His Tail <i>Requirement: Not tailed by the target</i></p> <p>You have managed to get into your opponent’s six o’clock and are tailing him. The opponent is considered to be in your forward arc and you in his aft arc.</p> <p>You continue to count as tailing him until he manages to “Shake You Off” or you choose to roll your Dogfight Manoeuvre against a different target or you “Disengage” from the Dogfight.</p> <p>Many of the Dogfight Moves require you to be tailing an opponent before they can be selected.</p>
1	<p>I Have You Now (Attack) <i>Requirements: Tailing the target</i></p> <p>You can take a clear shot at the target from behind. Unless you’ve picked the “Good Attack Angle” move, you’ll be targeting the opponent’s aft facing.</p>
2	<p>Clear Shot (Attack) <i>Requirements: Not tailed by target</i></p> <p>During the wild manoeuvring during the dogfight you have managed to get</p>

	<p>into a position to get the target into your sights long enough to get a clear shot at it.</p> <p>Unless you also pick the “Good Attack Angle” move, the defender chooses which facing is targeted.</p>
1	<p>Snapshot (Attack) <i>Requirements: Not tailed by target</i></p> <p>You get a fleeting opportunity to get a shot at your opponent while he crosses your sights. The difficulty of the attack is increased by one (from Average to Hard for example).</p> <p>Unless you also pick the “Good Attack Angle” move, the defender chooses which facing is targeted.</p>
1	<p>Good Attack Angle <i>Requirements: You have selected an Attack Option</i></p> <p>You may choose which facing is targeted by your attack.</p>
1	<p>Gain Advantage</p> <p>You manage to get yourself into a positional advantage which makes it difficult for your opponent to get the better of you.</p> <p>Add one Setback Die to one opponent's next Dogfight Manoeuvre.</p> <p>You may select this manoeuvre multiple times against the same opponent (individual or minion group) or apply it to different opponents in the dogfight.</p>
1	<p>Counter Jink <i>Requirements: Tailing the Target</i></p> <p>You may ignore the target's Evasive Manoeuvres.</p>
2	<p>Shake Him Off <i>Requirements: Tailed by Target</i></p> <p>You manage to break free off your pursuer (single ship or minion group). If you're tailed by multiple individual ships or minion groups, each has to be shaken off individually.</p>
1	<p>Disengage <i>Requirement: Not Tailed</i></p> <p>You attempt to leave the dogfight. Unless an opponent draws you back in again by using a Dogfight Manoeuvre, you may use the normal Fly manoeuvre to put yourself outside Close Range as per normal rules.</p>

Extended Example:

Continuing from where we left off...

The TIE fighters roll 3 Successes and 2 Threats. The Players decide to spend the 2 Threat to add a to the TIE's next action.

The TIE fighters spend 2 Successes to "Get on His Tail" and 1 Success for "I Have You Now!". They're now tailing the YT-1300 and will continue to do so until they're shaken off.

They also get a nice, clean shot at the freighter's aft facing but, thanks to the extra narrowly miss.

It's now the YT-1300's turn:

The Pilot assembles her die pool:

<GGYY> for her piloting skill. The TIE's oppose with <PPR> which is upgraded to <RRR> due to the Speed difference (3 minus 5 = -2 which means 2 dice are upgraded). Finally an extra is added for the -1 handling.

The dice pool looks like this: <GGYYRRRB>

She rolls atrociously and gets 2 Failures and 2 Threats. The freighter is not really designed for this sort of thing and takes 2 Strain damage (from converted Threat). There are no successes so no Special Move can be selected. The Pilot spends her action on taking Evasive Manoeuvres to make the TIE's work a bit harder.

The Co-Pilot angles the deflectors and puts both Defence Dice into the aft facing.

Next, the YT's only gunner in the dorsal turret makes an attack at one of the TIE's and manages to nick one of his side panels.

It's the TIE Fighter's turn again:

They're on fire (not literally, it's just an expression) and manage to score 3 Successes and 1 Advantage.

They spend their 3 Successes as follows: "I Have You Now", "Good Attack Angle" and "Counter Jinx". This means their attack will target the YT's front arc (now unshielded) and ignore the Evasive Manoeuvres. They score several solid hit on the freighter... things are looking bad.

Player's Turn:

Time to Trust in the Force! The YT Pilot upgrades one of her dice, closes her eyes and rolls her pool <GYYYRRRB>

1 Triumph, 2 Successes, 1 Threat for 3 net successes!

One more point of Strain as the battered YT-1300 twists and weaves.

Time to turn the tables: She spends 2 successes to break free of the TIE's ("Shake Him Off") and 1 to "Gain the Advantage". The Triumph is passed onto the Gunner to reduce the difficulty of his next attack.

The Co-Pilot equalizes the Shields again.

The Gunner has an easy shot (thanks to the Pilot's earlier Triumph) and vaporizes one of the TIE's in a ball of flame and debris!

TIE Fighter's Turn

Suddenly, things aren't looking so good anymore and the TIE pilot is wondering if he should maybe have joined the Merchant's Guild instead of the Imperial Navy.

With the destruction of his wingman, his Skill is reduced to <GGG> with one Setback Die added to the pool due to the YT's Advantage. His fighter's handling is about the only thing can give him an edge right now.

With a sense of doom he rolls his dice pool: <GGGWWW BPPRR>

1 net Success, 1 Despair.

The TIE takes 2 Strain for an additional manoeuvre (Evade) and decides to go down in a blaze of glory: the pilot takes a "Snapshot" at the freighter but the Players decide to apply the Despair to his Attack Roll and he misses completely.

To end things off, the YT-1300 Pilot only scores a single success in her Dogfighting check which is enough for a "Snapshot" using the forward missile launcher. In addition to being a keen pilot she also knows how to blow stuff up: The concussion missile scores a direct hit and destroys the remaining TIE fighter.

Section 2: Shields

This is a quick houserule to improve the survivability of smaller vehicles in the Star Wars FFG system by replacing the Setback dice used in them currently. Each single point of shielding provides a black dice which will add a failure or a threat to the attack roll or a combination thereof. While it does offer 'some' protection against damage, it doesn't technically follow the mechanic of the shields being of a Deflector variety, which are there to stop damage full stop.

In the current system, players are usually spending all their spare cash on hull plating repairs as the shields with the Setback dice don't do enough to stop any appreciable damage and indeed, they're only doing something 2/3 of the time on averages. On starfighters, which are already flying coffins as is, it'll also mean that it's going to help out there a little so you don't get turned into space toast.

So let's fix that!

For starters, throw the Setback dice away, we won't need them anymore. What we'll use instead is a far simpler mechanic which is based on numbers, each ship with a shield usually has 1 or 2 in a facing, some of the bigger ones will have even 3 or 4, maybe even one from a Pilot Talent which grants another 1 or 2 as well. We're going to keep that as a cap of Four (4) via mechanical means plus any from a Talent(s) like Defensive Driving.

That mechanic as a Numerical value, we'll leave as-is to avoid any further confusion and it applies to the existing mechanics in the system like running into things and collisions. What we'll change is changing that Shield Value into a Number of hits. Shields of course, come in different shapes and sizes, accordingly bigger and smaller depending on the vehicle they're mounted on. Small vehicles don't have the power supply to run something that would normally be hanging off the side of a frigate and likewise, something meant for a freighter will not have enough coverage for anything bigger. They still cover an arc of course.

Silhouette	Shield Value	Silhouette	Shield Value
2-3	6 hits per 1	8-9	12+Sil per 1
4-5	10 hits per 1	10+	15+Sil per 1
6-7	10+Sil per 1		

For example;

An X-Wing which has Shields of 1 Forward, 1 Rear will have 6 Hits in each defence arc

A Nebulon B which has shields of 2, 2, 2, 2 in its arcs will have $10+6 \times 2 = 32$ hits in each defence arc

The Mechanics

"Sir, we just lost the main rear deflector shield. One more direct hit on the back quarter and we're done for!"

- C3PO

Barrelling through space and being shot at by a Star Destroyer is a pretty terminal activity at best when you don't have 10ft thick plot-armour like they do in the movies. Not that I'm saying that these rules will alleviate that too much, but it might keep TIE's from frying your YT-1300 as much... and then 'not heroically' spending hours fixing all the damage when you really should be off adventuring.

Damage incoming hits the shield first, apply your armour rating to soak as per normal.

So the TIE shooting your YT-1300 with its 1 shield (10 hits) rear, will be blasting away as normal, for example's sake, he does 9 points of damage.

Damage 9 - Armour 3 = 6 points of damage to the Rear Shield.

So the rear deflector has taken a pretty good beating, if the TIE pilot had managed to get his linked guns to work, he's going to be doing 2 x 9pts of damage!

In the example above, the Damage has reduced the shield to being 4pts left

The second shot does the same again, this time doing Damage 9 - Armour 3 = 6pts of damage again.

The Shield absorbs 4 points of that, but the remaining 2 points are going onto the hull in the form of Hull Trauma.

That shield is also now down!

- Breach still works as per normal on powerful weapons
- Ion Weapons do double damage to Shield points.
- Angle Deflector Shields is still a normal manoeuvre for crew

That Engineer Guy

That guy can now do stuff with shields when he's not casually napping, gunfire is a great motivator. First on the list of places to look is the Table in your MRB: "**Additional Starship and Vehicle Actions**" a place often used to stick people who don't really do much aside from shoot from a turret or spoof missiles.

Fourth down on the list is an option-

Boost Shields and it's a Hard (PPP) Mechanics check.

Making that happen is going to cost you a success at getting it to work, it increases the Defence Zone by one(1)

until the beginning of the next turn. Additional Success increase the duration by one round per Success in the roll.

What that does in this system is add an additional (1) and adds it to the defence zone. So if your YT1300 has 10 on its rear deflector, it now has (2) or 20 on its rear deflector!

A new option-

Repair Shields and it's a Hard (PPP) Mechanics check.

The engineer spends an action bringing up a shield to full strength if it's been downed from enemy fire, they can only bring up one (1) defence arc per attempt from reserve power. It costs 2 x Silhouette system strain, extra Advantage generated reduces the cost to a minimum of 1. It does not restore a shield destroyed by a Critical Hit.

That Pilot Guy

Pilots have a talent called Defensive Driving, which was mentioned earlier, which makes a pilot with a rank or 2 of this talent quite worth the xp they sank into them. Essentially, it's an extra defence boost which will add to the deflector shields, but we'll use it as a Pool for each turn and it will refresh on the Pilots next action.

So if Slippery Bob the smuggler has 1 rank of Defensive Driving in his YT1300, he'd add 1 x 10pts to each arc of the ships deflectors. That damage can be eaten off the top first, before digging into the ships shields- but once it's gone and additional damage taken that turn will come off the mechanical shields. The next time Bob gets to act during the round of turns, he'll get that defence back to the ship.

Conclusion

This does make ships a bit tougher; if it's too tough then feel free to adjust the numbers down. However, I've found the system to be fairly lethal to vehicles, particularly starfighters and it's not 'heroic' to be rendered ineffectual when your ship gets blown out from under you from a lucky roll.

Sure, that will still happen from time to time, but not on a regular basis and stops a lot of the 'Rocket Tag' from making things a complete winning initiative wins outright.

Section 3: Other Space Combat Changes

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 manoeuvre 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 (PPPPP) 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 Weapon: Heavy Laser Cannon

Give it Breach 2.

Revised Weapon Quality: Guided

In addition to its other factors, any combat check made with a weapon that has the Guided Quality against a target with Silhouette 4 or less moving at Speed 3 or higher is made against the Piloting (Space) of the target's Pilot, with Handling added in Setback dice, or Boost dice if it's negative.

Revised Vehicle Characteristic: Handling

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

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 (PP) 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 and third paragraph with:

When performing the Blanket Barrage action, the character makes an Average (PP) 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 two Advantage scored on the Blanket Barrage Gunnery check. If **any** vehicle's combat or pilot check in the affected arc generates two Threat(+1 Threat 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 Despair, 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 (P)

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.

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 Comparison 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 (PPPPP) begin upgrading dice to (R)s.

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 to 10 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, increase HT to 8.

TIE/IN Interceptor Proto: Same as TIE/In, but increase Hull Threshold to 8, Increase Handling to +4, Reduce Armour to 1.

B-Wing Proto: Increase Strain Threshold to 10, Speed to 5, change Light Ion Cannons to Medium Ion Cannons and add the following Special Rules

Narrow Attack Profile: Attacks made against your forward arc by ships with a larger Silhouette than you must add one dice per one difference in Silhouette. e.g. A Silhouette 5 ship would upgrade <PPP> to <PPPBB>

Heavy Hitter: If you have performed the Stay On Target manoeuvre, you may take System Strain to fire multiple weapons systems in a single action. System Strain taken should be equal to the number of weapons fired, linked weapons count as a single weapon for the purposes of taking strain.

High Performance Hangar Queen: At the start of your turn, you may increase the B-Wing's Handling by your ranks in Piloting (Space)+1 for the rest of the round, but all System Strain suffered from Threat/Advantage for the rest of the round is doubled.

X-Wing: See below

Like a Dream: Once per session, a pilot in an X-Wing may opt to not roll a Piloting (Space) check and simply count as having passed with a single success and no advantage.

Dual, Quad and Single Fire: Before you make an attack with your lasers, you may upgrade its difficulty by 1 to automatically inflict one use of Linked upon the target if you hit, or increase it by two to automatically cause all 3 uses of Linked to proc if you hit.

Superior Craftsmanship: -10 to all Crit rolls.

Symbol of the Rebellion: The first time in a round that an X-Wing shoots down or disables an enemy ship, give a Boost die to each other friendly ship at Close range for the rest of the round. This ability CAN stack and the boost die may be spent on any check.