Helm

Actions

Steady the ship

Skill: Piloting
Difficulty: Speed + Size
Uses Module: No
Can be done Remotely: Yes
Energy: None
Can be done more than once per Round: Yes
Note: This action is the only action in the entire game that is unaffected by OOC. All other actions and character movement suffers a reduction by the current OOC level. If this action is successful, reduce the OOC level by the difference between the Difficulty and the number rolled (ie an exact success does not reduce OOC).

Resolving Ramming

1. Determine if the ships could possibly ram (see p. 45)
2. If the ships could ram, either ship's characters may make a normal piloting check. If the check is successful, note the number of successes.
3. A ship that did not ram may attempt to dodge. It must make a piloting check with at least the same number of successes as the ramming ship. If the dodge is successful, no collision occurs.
4. If a collision occurs, each ship effectively shoots the other ship twice (once with speed, once with size) using the rules for cannons. [Example - A Dreadnought (Size 9) moving at speed 6 rams a scout (size 5) moving at speed 7. The dreadnought “fires” volleys of 9d6 (Size) and 6d6 (Speed) at the scout. The scout fires 5d6 and 7d6 at the dreadnought.]
    - These cannon shots ignore shields
    - Each Ramming “cannon shot” that misses the silhouette only does 1 point of damage per die, like a Cannon [YG 907]
    - Targeting Locks and luck may not be spent to reroll the silhouette dice.
5. After resolving ramming damage (and explosions), any surviving ship rolls a d6 to determine facing, and adds 1d6 of OOC.

The ramming ship always applies damage to the front. The rammed ship applies damage to the appropriate side.

Turn the ship

Skill: Piloting
Difficulty: Speed + Size
Uses Module: No
Can be done Remotely: Yes

Energy: 1 Helm energy is used
Can be done more than once per Round: Yes
Note: If more than one hex side is turned, the difficulty is raised by three for each additional hex side.

Change speed

Skill: Piloting
Difficulty: Speed + Size
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes
Note: If more than one speed point is changed, the difficulty is raised by three for each additional point.

Spin the wheel

Skill: Piloting
Difficulty: 3
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes
Note: Generates 1D6 OOC

Evasive Maneuvers

Skill: Piloting
Difficulty: Speed + Size
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes
Note: [GCW] Each additional -1 to hit penalty increases difficulty by 3. Lasts until any other helm maneuver is performed.

Fishtail

Skill: Piloting
Difficulty: Speed + Size
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes

Note: [PG] After the ship next moves forward it changes facing by one hex side. +3 difficulty for each additional hex side.

Sideslip

Skill: Piloting
Difficulty: Speed + Size
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes
Note: [GCW] One hex forward and to the left or right.

Dodge Missile

Skill: Piloting
Difficulty: Speed + Size + Amount by which missile hit
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes

Ram/Dodge Ram

Skill: Piloting
Difficulty: Speed + Size
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes
Note: In order to ram, the rammer must have a wider margin of success than the dodger.

Enter orbit

Skill: Piloting
Difficulty: Speed + Size + 1
Uses Module: No
Can be done Remotely: Yes
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes
Note: Must bee speed 1 and adjacent. While in orbit the ship moves and turns around the planet on phase 1 of each round

Land

Moving into the planet hex and decelleration to speed 0 lands the ship. All chasing missiles are destroyed.

Dock

Skill: Piloting
Difficulty: Speed + Size
Uses Module: Yes
Can be done Remotely: No
Energy: 1 Helm energy is used
Can be done more than once per Round: Yes

Repair module

Skill: Engineering
Difficulty: 11
Uses Module: No
Can be done Remotely: No
Energy: None
Can be done more than once per Round: Yes

Notes

The module must face forward (unless it is a Tentac ship) and have the front as an outer facing. No actions in the Helm “use” the helm. Ships cannot travel faster than speed 11.

Changes to speed happen immediately upon successful completion of the maneuver, but the ship only moves forward during the ship movement phase. The change to speed may affect actions (particularly, being shot by a cannon). Changes to facing occur when the maneuver is completed, which will instantly change weapon arcs and profile displayed. [YG 340]

The “free” maneuver for the human ship does not provide an action. It simply means that one maneuver may be done per turn without expending power. Actions and OOC is handled normally. [YG 132]

Dodging Missiles requires an action. You do not have to be on overwatch to do it, but is still costs an action. [This is one of the few instances you can “pre-spend”]. Dodging costs a point of helm power and generates OOC normally. A character with the Reflexive ability gets one free dodge (action and power) per phase. See [YG632] for a very detailed example of dodging.

OOC

Failed actions increase the OOC level by 1+ the difference between the roll and what was needed to succeed If the OOC level exceeds 6, increase hull damage instead of the OOC level.

- Reminder - OOC affects all skill checks (except “Steady the Ship”) and movement.
- Reminder - The steady the ship action ignores OOC.

OOC takes effect instantly and not at the start of the phase. Players choose the order of their actions, so the pilot will often go last (unless steadying the ship).

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Last update: **2013/03/17 16:27**