

Starships & Vehicles: Updated Rules

Star Wars RPG, supplemented with Genesys rules.

Range Bands & Mandatory Movement

Range bands for ships and vehicles are now the same scale as they are for personal scale combat. By using the same range bands for both vehicle and personal scale combat, combining the two is simpler.

Note, the terms ships, starships, and vehicles will be used somewhat interchangeably in this document.

Ships and vehicles also move a number of *range bands* and not a number of *maneuvers* (a subtle but important difference). Having a speed above zero makes these range band movements mandatory, i.e. forced movement (see table below). Gone is the weirdness of the original rules where a ship going speed 5 can linger in the same area. In the new rules, speeds 3+ are *very fast*. As they should be. With forced movement, you can overshoot your target. Especially since the ship or vehicle's movement **takes place first in each round**, before maneuvers or actions are decided. Players in charge of piloting ships should try to plan their speed / moves ahead. Maneuvers like Brace for Impact and Evade also encourage the pilot or driver to think ahead.

Genesys adds a sixth range band: **Strategic**. This seldom comes up, but some weapons have Strategic range (cruise missiles, large turbo lasers). Strategic range is beyond the range of normal (unaided by technology) vision and hearing.

Genesys uses the "Engaged" range band in a similar way to the Star Wars "Close" range band. The term "Engaged" is more consistent with personal scale combat. For vehicles, "Engaged" is usually for boarding actions, docking, etc. The "**Reposition**" pilot-only maneuver can be used to move in and out of Engaged range. Feel free to use the terms "Close" and "Engaged" interchangeably. Close/Engaged can be thought of as a special status within Short range.

These changes to ranges not only affect speed and relative positioning of vehicles and ships, but their weapon profiles, too. The weapon stat blocks for many Star Wars vehicle scale weapons are upgraded to Long or Extreme range (see Converting Stat Blocks section).

Vehicle Speed Table

Speed	Forced Move	Other Effects
0	0 range bands	-
1	1 range band	-
2	2 range bands	-
3-4	3 range bands	Upgrade the difficulty of all Piloting checks once. Add +20 to the result of any Critical Hit suffered as a result of a collision.
5-6	4 range bands	Upgrade difficulty of combat checks targeting the vehicle once. Upgrade the difficulty of all Piloting checks twice. Add +40 to the result of any Critical Hit suffered as a result of a collision.

Vehicle Characteristics

These are the most important combat-related characteristics. Other properties like Crew Complement, Price/Rarity, Cargo, etc, are not covered here.

Handling: A measure of vehicle agility / nimbleness and how well it responds to its pilot. The vehicle's handling characteristic adds a number of ■ or ■ added to your PC's dice pool when making Piloting checks. Handling ranges from +4 to -4 (e.g., a ship with Handling of +1 adds ■ and a ship with -2 Handling adds ■■).

Maximum Speed: A vehicle's top speed. A vehicle can travel slower than this. If a vehicle has a speed greater than zero, however, movement across range bands is mandatory. See table below.

Silhouette: An abstract of the vehicle's size. This can affect how difficult (or easy) it is to target the vehicle, but is not the primary factor. Previous limitations on vehicle maneuvers based on silhouette have also been removed.

Defense: A vehicle's first line of defense against attacks and collisions. Typically representative of a starship's deflector shields, but can be other tech. Each point of defense adds ■ to any incoming attack rolls (to a max of ■ ■ ■). Defense also helps with collisions. We no longer use defense "zones" (fore/aft, etc.). Defense applies all over in all directions. Simpler & easier.

Armor: Similar to soak on the personal scale. One point of armor reduces one point of incoming damage. One point of vehicle armor is equivalent to 10 points of Soak.

Hull Trauma Threshold: A reflection of the sturdiness of a vehicle's construction and its ability to sustain damage and keep operating. If damage exceeds Hull Trauma Threshold, the vehicle is inoperable (and potentially destroyed). In action, Hull Trauma can be reduced with a single Damage Control action attempt. Beyond that, repairs require downtime and a repair facility (even a makeshift one).

System Strain Threshold: The limit to which a vehicle can be pushed or knocked about before important systems overload or shut down. A ship or vehicle over this limit ceases to function until System Strain is reduced. **Note, system strain cannot be passively reduced with Advantages like character strain; it requires a Damage Control action (below).**

- **Sensors:** Sensors are mostly a narrative device. Generally, the further out you need to scan, the more difficult the Computers check will be (and with less detail). Ships & vehicles with longer-ranged sensors will perform better. Terrain, shielding, local phenomena and the GM's "because reasons" can factor in.

Ship & Vehicle Damage

Collisions

There are occasions when vehicles will run into the terrain around them, or into another nearby vehicle. In these cases, there are two possible types of collisions: glancing blows (minor collisions) and head-on hits (major collisions). Collisions can be somewhat mitigated by **defense**.

In the case of a **minor collision**, all vehicles involved suffer a **single Critical Hit**. Subtract the vehicle's **defense times 10** from the value rolled on the Critical Hit Result table. If the result is reduced to zero or less, the vehicle's shields or other defenses have nullified the collision entirely, and the Critical Hit is canceled.

In the case of a **major collision**, all vehicles involved suffer a **single Critical Hit** as well. Subtract the vehicle's **defense times 5** from the Critical Hit result. If the result is reduced to zero or less, the Critical Hit is canceled.

At GM discretion, very large vehicles might be able to ignore collisions with very small vehicles. However, larger vehicles have a harder time avoiding collisions with terrain features.

Emergency Repairs

The pilot or crew of a vehicle with hull trauma that exceeds its hull trauma threshold may attempt emergency repairs by scavenging all available parts from the vehicle and making a **Hard (◆◆◆) Mechanics** check. Success brings the vehicle back to some semblance of life. The vehicle reduces its hull trauma to one point below its hull trauma threshold, but its defenses, hull, navigation, and weapons remain compromised until it receives more time-intensive repairs in some kind of hangar, dock or similar facility.

Removing System Strain

While the situation aboard a vehicle that has exceeded its system strain threshold is indeed dire, not all is lost. Any crew member can aid the vehicle in removing system strain by performing the **Damage Control** action (below).

Vehicles also recover from system strain slowly over time. For every full day a vehicle spends without taking more system strain, it reduces its total system strain by one.

Ship & Vehicle Weapons

Vehicle weapons share a number of characteristics with personal scale weapons.

Range: Genesys adds the “Strategic” range band (beyond normal sight and hearing without tech). Most starship and vehicle weapons will be **long range** at the new range band scale. See the “Converting Ship & Vehicle Stat Blocks” section below for more info. In any case, the **range** of the weapon is the maximum range it can attempt to fire and try to hit. Distance (range) to the target itself is also a factor in determining the difficulty of the shot.

Damage: This number is the base damage the weapon inflicts with a successful attack. For every **success** generated during the attack, the attacker adds **+1 damage** to the base damage. Unless a vehicle weapon has the Personal Scale **quality**, remember that each **one** point of damage from a vehicle weapon is equivalent to **ten** points of damage on the personal scale. (Speeder bikes, open-top vehicles, and similar vehicles often have personal scale weapons). Because of the 10:1 damage ratio, it is very difficult for personal scale weapons to penetrate most vehicle armor or do any real damage to the vehicle’s hull. They are for “soft targets”.

Critical Hit Rating: Vehicles can suffer Critical Hits; and this weapon rating is the number of **advantages** required to trigger a Critical Hit on a vehicle with that weapon. If enough advantage is generated and a Critical Hit is triggered, the character firing the weapon rolls 1d100 on the **Critical Hit Result table**, to determine the Critical Hit’s effect on the target. Some weapons and talents modify this Critical Hit roll, potentially making it more or less effective. In addition, a character can only generate **one Critical Hit per hit on a target**. However, if the roll generates enough **advantage** to result in multiple Critical Hits, the character can choose to add an additional **+10 per additional Critical Hit** to the roll result. Additional hits from the **linked** quality count as one hit for this purpose.

Fire Arc: The direction or directions a weapon can be fired, based on its mounting. These are specified in individual vehicle profiles, and are generally a narrative constraint rather than a hard mechanical limitation. For example, a forward-mounted weapon cannot fire on a target behind the vehicle, but a turret-mounted weapon can rotate to fire at any target not obstructed by the vehicle’s hull. A weapon arc is usually at least 90 degrees, or even greater for turrets. But a turret on the port side cannot fire at starboard targets, and so on.

Special Qualities: Many weapons have additional item Qualities that affect their performance. For example, “twin” and “quad” blasters usually have the “*Linked x*” quality, which means they can hit more than once (up to x times) when they roll enough advantage. Missiles often have the “*Breach x*” quality, which means they can ignore x points of Armor. Personal Scale Quality, already mentioned, indicates it is a personal scale weapon and not a vehicle scale weapon.

Weapon Ranges & Difficulty Factors

Rule change: Like personal scale combat, Range now affects the difficulty to hit a target in ship/vehicle combat.

Note, what Star Wars calls "Close" is called "Engaged" in Geneys. Engaged typically indicates ships that are docking or docked, conducting boarding actions, or similar scenarios.

Ranged Attack Difficulty

Range	Ranged Attack Difficulty
Close / Engaged	Easy (◆)
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)
Strategic	Formidable (◆◆◆◆◆)

Silhouette & Speed

Silhouette / Speed	Affect on Attack Difficulty
Attacker is 2+ larger	Increase Difficulty by 1 (+◆)
Target is 2+ larger	Decrease Difficulty by 1 (-◆)
Target is at Speed 5-6	Upgrade Once

Maneuvers & Actions

Note, these are different from the original Star Wars ship/vehicle maneuvers and actions. If an original ship/vehicle maneuver or action is not listed here, we are no longer using it.

Pilot Only maneuvers and actions affect the current speed and positioning of the vehicle. A vehicle can benefit from one Pilot Only action per round.

Generally, a vehicle can benefit from one Pilot Only maneuver per round, but it can benefit from a second Pilot Only maneuver if it suffers **2 system strain**. If the vehicle has a single pilot, the pilot must **also suffer 2 strain points** (or downgrade an action to a maneuver) to perform two maneuvers, as per combat rules.

Some vehicles can have **multiple pilots**, in which case two different pilots can each perform a Pilot Only maneuver. In such cases, the vehicle suffers system strain for the second maneuver, but **the second pilot does not suffer personal strain** for making the 2nd maneuver.

Note that **Silhouette** no longer limits secondary Pilot Only maneuvers. Any ship, regardless of Silhouette, can take the strain (to ship and possibly pilot) to take a second maneuver. This scenario comes up infrequently, but larger ships tend to have larger crews, usually including a co-pilot.

Remember to **upgrade the difficulty of all piloting checks** once for speed **3-4**, and twice for speed **5+**. (Vehicle Speed table above).

Note that the usual **personal scale actions and maneuvers** can also be performed during vehicle combat (using common sense). This is especially relevant when mixing vehicle scale with personal scale combat.

Pilot Only Maneuvers

For starships and vehicles, only a Pilot (or Co-Pilot) can maneuver them. In other words, all vehicle maneuvers are **Pilot Only**.

Accelerate

Pilot Only: Yes

Silhouette: Any

Current Speed: Any

The pilot may increase the vehicle's current speed by one or more, up to the vehicle's maximum speed. The vehicle suffers a number of system strain equal to the amount its speed increased minus 1, to a minimum of 0. (Accelerate from 0 to 1 is 0 system strain, from 1 to 3 is 1 system strain, etc).

Decelerate

Pilot Only: Yes

Silhouette: Any

Current Speed: 1+

The pilot may decrease the vehicle's current speed by one or more, to a minimum of 0. The vehicle suffers a number of system strain equal to the amount its speed decreased minus 1, to a minimum of 0. (Decelerate from 4 to 3 is 0 system strain, from 3 to 1 is 1 system strain, etc).

Brace for Impact

Pilot Only: Yes

Silhouette: Any

Speed: Any

Once per round, the pilot may use this maneuver to adjust the vehicle's position to minimize incoming damage. Until the beginning of the pilot's next turn, whenever the vehicle is dealt damage, the pilot may have the vehicle suffer system strain up to its silhouette to reduce the damage it suffers by that amount, to a minimum of 0.

Additionally, until the beginning of the pilot's next turn, whenever the vehicle suffers a Critical Hit, the pilot may have the vehicle suffer system strain up to its silhouette to reduce the Critical Hit result by ten per point of strain it gains this way, to a minimum of 0. If the result is reduced to 0 this way, the Critical Hit is canceled.

Evade

Pilot Only: Yes

Silhouette: 0-4

Current Speed: 3+

Once per round, the pilot may perform this maneuver to dodge incoming fire. Until the beginning of the pilot's next turn, upgrade the difficulty of all attacks made against the vehicle and by characters in the vehicle.

Reposition

Pilot Only: Yes

Silhouette: Any

Current Speed: 1+

The pilot may move the vehicle up to one range band. This maneuver reflects minor repositioning to avoid obstacles, close or widen distance in a chase, or otherwise shift within the environment in small ways. Useful for moving from Short to Engaged in order to dock, board an enemy ship, have a character jump from one speeder to another, etc.

Pilot & Crew Actions

In combat involving vehicles, your character can perform some actions that specifically apply to their vehicle. Some of these actions are labeled as Pilot Only actions. **There can only be one Pilot Only action per round.**

Like vehicle maneuvers, vehicle actions have a current speed requirement that the vehicle has to be traveling at to perform the action.

Dangerous Driving

Pilot Only: Yes

Silhouette: Any

Speed: 1+

The pilot attempts to control the vehicle as it takes a sharp turn, tries to coax the vehicle through a series of narrowly placed obstacles, or otherwise performs an improbable feat of operating prowess. When performing the Dangerous Driving action, the character makes a Piloting check with a difficulty equal to the silhouette of the vehicle. Keep in mind that the current speed of the vehicle can alter the difficulty of such checks—and amplify the consequences of failure! See the Vehicle Speed table above. This action may be required if the vehicle enters certain types of terrain or environments. Failing to do so could result in an automatic collision.

Blanket Barrage

Pilot Only: No

Silhouette: 5+

Speed: 0-3

The gunner uses the ship's weapons to raise a curtain of fire around the ship, protecting it from smaller vehicles. Any smaller vehicle attempting an attack run must brave a hurricane of heavy weaponry. This action also speeds up combat when your vehicle has lots of guns.

When performing the Blanket Barrage action, your character makes an **Average (◆◆) Gunnery** check and selects all weapons of a single type that share a firing arc. Those weapons count as firing that round. This action requires at least two weapons to use, and it cannot be used if there are not two weapons of a single type that share a firing arc.

Until the end of their next turn, all vehicles of silhouette 4 or smaller upgrade the difficulty of any combat checks made against your character's vehicle once, plus one additional time per **two Advantage** on the check. If their combat check generates **two Threats**, 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 their combat check generates **one Despair**, they suffer one automatic hit dealing the full base damage instead.

At GM discretion, the Blanket Barrage might not cover all arcs of the vehicle, leaving some areas open.

Concentrated Barrage

Pilot Only: No

Silhouette: 5+

Speed: 0-3

The gunner directs the vehicle's fire to focus on a precise point on the opponent's hull. Focusing fire in this way has the potential to deal significant damage. This action also speeds up combat when your vehicle has lots of guns.

When performing the Concentrated Barrage action, the character selects all weapons of a single type that share a firing arc. This action requires at least two weapons to use, and it cannot be used if there are not two weapons of a single type that share a firing arc. Although the character is firing multiple weapons, the character makes a single combat check, as per the rules for the Perform a Combat Check with Vehicle Weapons action. If the attack succeeds, the character may spend **one Advantage** once to add damage equal to the number of weapons involved in the attack to one hit of the attack.

The Concentrated Barrage action can only be used to target vehicles with a silhouette of 5 or higher.

Damage Control

Pilot Only: No

Silhouette: Any

Speed: Any

As a vehicle takes damage, sparks fly and systems begin to fail. The Damage Control action can mitigate this stress. When performing the Damage Control action, choose whether you want your character to repair system strain or hull trauma. Then, make a Mechanics check, with the difficulty determined by the Damage Control Difficulty table. If the check is successful, reduce the vehicle's system strain or hull trauma by one per uncanceled success.

Characters can use the Damage Control action to repair system strain multiple times during an encounter. **However, only one Damage Control action can be made to repair hull trauma during an encounter**—no matter how many characters are on the vehicle. In both cases, you decide whether your players' characters can use the Damage Control action, depending on the current situation (a fighter pilot probably couldn't climb out of their plane to patch their wing, after all).

Characters can also use this action to repair Critical Hits the vehicle is suffering from. The difficulty of repairing a Critical Hit is listed in the Severity column of the Critical Hit Result table. **Checks to repair Critical Hits can be attempted multiple times, until the Critical Hit is repaired.**

Damage Control Difficulty

Total System Strain or Hull Trauma	Difficulty
Less than half of Threshold	Easy (◆)
Half or equal to Threshold	Average (◆◆)
Exceeds Threshold	Hard (◆◆◆)

Gain the Advantage

Pilot Only: Yes

Silhouette: 1-4

Speed: 4+

This action reflects the frantic give-and-take of a dogfight between small vehicles. It allows a pilot to gain the upper hand against a single enemy vehicle, maneuvering to deny that foe shots while setting up attacks of their own.

To execute this action, the pilot chooses one enemy vehicle and makes a Driving or Piloting check, the difficulty of which is determined by the relative speeds of the vehicles involved in the attack (see table below). If the pilot succeeds, they gain the advantage. **While a pilot has the advantage, upgrade the ability of all combat checks made from the pilot's vehicle against the target vehicle twice, and upgrade the difficulty of all combat checks made by the target vehicle against the pilot's vehicle twice.**

Gain the Advantage Difficulty

Difference in Speed	Difficulty
Initiating vehicle same speed as target vehicle	Easy (◆)
Initiating vehicle is 1+ faster	Average (◆◆)
Initiating vehicle is 1 slower	Hard (◆◆◆)
Initiating vehicle is 2+ slower	Daunting (◆◆◆◆)

Once one pilot gains the advantage, on the following turn, the opponent may attempt to cancel out the advantage by using Gain the Advantage as well. This works as described earlier, but the difficulty of the Piloting check is increased by one. After all, it is harder to maneuver to get on an opponent's tail if that opponent is already on your tail!

Perform a Combat Check With Vehicle Weapons

Pilot Only: No

Silhouette: Any

Speed: Any

This is similar to performing a combat check action in personal scale combat, with some minor differences. These differences are described below:

- Each weapon on a vehicle may be fired a maximum of once per round.
- Targets must be within the firing arc of the weapon, as determined by the relative position of vehicles (and the GM's discretion).
- Although the attack difficulty is based on the range to the target, vehicle silhouette and speed may contribute.
- Strategic range band has been added and may apply in some rare cases.
- Most weapons on vehicles deal damage on planetary scale, meaning each point of damage is the equivalent of ten points of damage on a personal scale.
- When a vehicle suffers damage, it reduces that damage by its armor, to a minimum of 0. Any remaining damage is applied to the vehicle as hull trauma. Ion weapons cause System Strain instead.

Additional Vehicle Actions

Pilot Only: No

Silhouette: Any

Speed: Any

When aboard a vehicle in combat, those who are not piloting or firing weapons may still want to contribute to the encounter. Although the number of options open to them is limited only by a player's creativity, the Additional Vehicle Actions table has a list of actions passengers can attempt during encounters. The table lists the actions, the skill required, the check's attendant difficulty, and the results of a success. These actions are all covered by the perform a skill check action, and are by no means an exhaustive list—and obviously, not all of these actions are appropriate for all vehicles or settings, so you should be sure to use common sense when choosing actions. However, they do serve to provide a range of ideas.

Additional Vehicle Actions Table

Action	Skill & Difficulty	Results
Plot Course	Average (◆◆) Piloting or Hard (◆◆◆) Perception	The crew member studies the terrain ahead and plots a course that should take the vehicle safely through it. On a successful check, each uncanceled Success reduces the Setback suffered for difficult terrain by one.
Copilot	Average (◆◆) Driving or Piloting	The crew member serves as the vehicle's copilot, managing systems and auxiliary equipment to allow the pilot to focus on flying or driving. On a successful check, each uncanceled Success downgrades the difficulty of the pilot's next Driving or Piloting check once.
Jamming	Average (◆◆) Computers	The crew member uses the vehicle's systems to jam the communications of enemy vehicles. On a successful check, the enemy must make an Average (□□) Computer check to use its own communication systems. The difficulty increases by one for each additional two Successes , and the jamming affects an additional target for each one Advantage spent.
Boost Defenses	Hard (◆◆◆) Mechanics	The crew member reroutes power from other systems to boost the defensive systems of a vehicle. This only works if the vehicle already has a defense of 1 or greater. On a successful check, the vehicle suffers 1 system strain and increases the defense by one until the beginning of the character's next turn. Each additional Success increases the duration by one round.
Manual Repairs	Hard (◆◆◆) Athletics	In some cases, repairs can be as simple as welding a sturdy metal plate over a damaged system. If the character has the proper tools for the job, they can attempt to use the Damage Control action with Athletics rather than Mechanics. If successful, the character removes one point of hull trauma from the vehicle, plus one additional point for each additional two Successes . This follows the limitations of the Damage Control action, and thus may only be attempted once per encounter.
Fire Discipline	Hard (◆◆◆) Leadership or Discipline	The character forgoes fighting to analyze the opponents' tactics and direct their comrades in achieving greater accuracy with weapons fire. If the check is successful, the next crew member firing a weapon on the vehicle adds ■ to their check (plus an additional crew member for every additional two Successes). The character may also spend three Advantage to allow every hit from shipboard weapons to inflict 1 system strain on their target as well as regular damage until the beginning of the character's next turn, as the carefully timed shots pummel shields and overload systems.
Scan the Enemy	Hard (◆◆◆) Perception	The character uses the vehicle's scanners to study the enemy. If successful, the character learns what weapons the targeted vehicle has, its modifications, and its system strain and hull trauma thresholds. The character can also spend two Advantage to learn its current system strain and hull trauma levels.

Slice Enemy Systems	Hard(◆◆◆) Computers	The character uses computers to attempt to disrupt the systems of an enemy vehicle. If successful, the character compromises the defenses of the target vehicle for one round per Success . A Triumph may be spent to compromise one enemy weapon of the character's choice, and two Advantage may be spent to inflict 1 system strain on the target vehicle.
Intercept Projectiles	Hard (◆◆◆) Computers or Gunnery, or Average (◆◆) Vigilance	The character tracks incoming attacks and uses vehicle systems to disrupt guided projectiles such as missiles, or drops flares and chaff at an opportune moment. If the check is successful, any attacks against their vehicle using weapons with the Guided quality upgrade their difficulty once (plus an additional upgrade for every additional two Successes) until the start of the character's next turn.

Vehicle Critical Hits

Vehicles & Ships can suffer a **Critical Hit** when **Advantage** or **Triumph** on an attack (or any other effect) triggers the Crit (usually from a weapon quality). Effects that apply to the results of Critical *Injuries* (Vicious, Stun, etc.) do not apply to Critical *Hits* (and vice versa).

When an attack generates a **Critical Hit**, the attacker rolls on the **Star Wars Critical Hit Result table** (and in some cases the **Vehicle Components** table) and the target suffers the listed effects. Critical Hits are divided into four severity levels, which dictate the difficulty of the check required to repair the Critical Hit, as listed in the table. These difficulties can be further modified at the GM's discretion.

Once a vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round. While a vehicle is suffering a Critical Hit, **any additional Critical Hits generated against it add +10 to the roll** on Vehicle Critical Hit Result table per existing Critical Hit.

Remember that an attack must inflict damage for the attacker to activate a Critical Hit. Because vehicles operate on the planetary scale for damage, a hit from a personal scale weapon must inflict at least 10 damage (1 damage on planetary scale) after reductions for armor for the attacker to be able to inflict a Critical Hit. Some personal scale weapons have the Breach quality, which is helpful for getting past vehicle Armor.

Mixing Personal & Vehicle Combat

Sometimes, characters might engage with vehicles despite being on foot, or a battle might contain armor and infantry elements. Characters on foot might even be pursued by enemies with small vehicles like motorcycles or horses, or a character might be thrown from their vehicle mid-battle. In such cases, the characters in vehicles behave as if they are involved in a small vehicle combat (or even a capital ship combat), while those outside of vehicles take their turns as usual.

Although foot soldiers generally do not appreciate fighting tanks, they do have one advantage: they are harder to hit than most vehicles. As smaller targets, they are harder to hit, whereas infantry can hit tanks with ease, even if they struggle to damage them. Although difficulty for combat checks is set based on range, smaller individuals still get bonuses for attacking things larger than they are (decreasing difficulty by ◆ for every **2 silhouette sizes** the target is larger than the attacker). The reverse is also true (add ◆ for every 2 silhouettes the target is smaller).

The Genesys version of the Ship & Vehicle rules works better with mixed combat than the original Star Wars rules for Ship & Vehicle combat. In part because the range bands are the same for both.

Capital Ship Combat

Combat in larger, capital-class vehicles such as battleships (of the aquatic or stellar variety) is, by necessity, more abstract due to their complexity and the number of crew members involved. Like small vehicles in combat, capital ships can only perform one vehicle maneuver and one vehicle action (or two vehicle maneuvers) during their turn, as directed by the pilot or captain.

Rule change: Large ships or vehicles (Silhouette 5 and above) can now suffer strain to perform an additional maneuver.

Along with the pilot, each additional crew member can use their personal actions and maneuvers to crew weapons, operate sensors, move about the ship, and generally engage in combat. This all happens in the same round, and it is subject to Initiative order just like personal combat. Something to remember concerning vehicle combat with capital ships is that each capital ship is likely to have hundreds or thousands of crew. GMs and players should not track all of their Initiative slots and actions during combat. Instead, only focus on those individuals who are doing things pertinent to the ongoing encounter, and feel free to ignore the rest.

Another thing to keep in mind: of all the dozens of bristling turrets on a Star Destroyer, only a few of them will be able to target a small fast-moving snub-fighter in any given round. Even two large capital ships duking it out will only be able to bring a fraction of their total weapons package to bear on the target. A ship can't fire through its own hull and even turreted weapons have limited arcs of fire.

Crew actions like **Blanket Barrage** and **Concentrated Barrage** are also useful for these scenarios.

Talent Changes

Unfortunately, there are a small number of Star Wars Talents that don't work well with Genesys vehicle rules.

Tricky Target: Less effective as-written with new rules. Will probably need tweaking. Rank 2 is almost overpowered, yet ranks beyond 2 almost worthless. Perhaps swap it out with the **Barrel Roll** talent.

Overwhelm Defenses: Leave as-is, just remove the "zone" verbiage.

Full Stop: It's worse than the decelerate maneuver in Genesys. Replace it with another rank in Command or similar talent in the tree. Perhaps modify it to allow the maneuver to use zero System Strain (but they must come to a full stop, Speed 0).

Converting Ship & Vehicle Stat Blocks

To convert a Ship or Vehicle stat block from Star Wars to Genesys, here are a few guidelines. In most cases, your GM will already have done this.

Silhouette: The same in both systems.

Speed: Genesys caps it at 5, Star Wars at 6. We will keep speed 6, which is rare, and will only matter in a few situations.

Handling: The same in both systems.

Defense: One round number, no zones (like fore, aft, starboard, etc). To get this number, add up the value of all defensive zones and divide by the number of zones rounding up. (i.e, divide the total by 2 for Silhouette 1-4 ships, and divide the total by 4 for ships Silhouette 5+.) **Setback caps at 4 for Defense.** In other words, no amount of Defense will add more than ■■■■ to the attack difficulty check. (However, the additional defense is still helpful for collisions with terrain and other vehicles).

Armor: Divide by 2, round up. Subtract 1 for civilian vehicles. Anything Silhouette 8 or higher, add +2 Armor.

Hull Threshold: Add the Silhouette to Hull for Silhouette 1-6. If the Silhouette is 7 or higher, double the Silhouette and add it to the Hull Threshold..

System Strain: The same in both systems.

Sensor Range: Mostly a narrative plot device. Abstractly set the difficulty of the Computers check to the range (similar to ranged attacks). Ships or vehicles with longer-ranged sensors will perform better. Terrain, local phenomena, stealth, shielding, etc, could all be a factor. Similar to weapon ranges, the sensor range should be conceived as longer-ranged than whatever the old stat block says.

Weapons: Reduce all damage by 2. Reduce *Blast* and *Breach* by 2. Increase *Guided* Rating by 1.

Weapons' Range: Weapon ranges are diverse in Star Wars; it is difficult to set a "standard" for Genesys conversion. General suggestions:

- Lasers should be mostly Long range weapons.
- Ion Cannons should be Long-to-Extreme.
- Torpedoes and Missiles should be Extreme.
- Turbo-Lasers (or other "planetary strike" weapons) should be Extreme-to-Strategic.
- When in doubt, increase by two range bands

Resources

Force and Destiny Core Rulebook, p. 229-253.

Genesys Core Rulebook, p. 220-231.

Order 66 Conversion Guide:

[Order_66_Conversion_Guide-Genesys_Vehicle_Rules_in_Star_Wars.pdf](#)

Order 66 Podcast, Episode 135, “The Rise of Starship Combat”:

<https://podbay.fm/p/order-66-podcast/e/1618852693>

The Forge: A Genesys RPG Podcast, Episode 15:

<https://podbay.fm/p/the-forge-a-genesys-rpg-podcast/e/1583682362>

The Forge: A Genesys RPG Podcast, Episode 17:

<https://podbay.fm/p/the-forge-a-genesys-rpg-podcast/e/1588504543>