Fighter Bay

Actions

Board Fighter

This is an automatic action.

Disembark from Fighter

This is an automatic action.

Fighter Launch

Skill: Piloting
Difficulty: 11
Uses Module: No
Can be done Remotely: No
Energy: Uses 2 Gun energy
Can be done more than once per Round: No

Actions within the Fighter

Fighter Move

Skill: Piloting
Difficulty: 11
Note: In addition to a fighter's normal 1 hex move. Each additional hex after the first is +3 difficulty.

Dogfight

Skill: Piloting
Difficulty: vs enemy Dogfight roll
Note: Loser takes 1 damage level and 1D6 personal damage.

Fighter Attack

Skill: Combat
Difficulty: Target Speed + (Distance x 2)
Note: Causes 1D6 damage. If in the same hex, ignores shield and can choose direction of attack. May not attack fighters in the same hex (only dogfight).

Land in Fighter Bay

Skill: Piloting
Difficulty:Target Speed + OOC
Note: Failure damages fighter.

Dock with Starship

Skill: Piloting
Difficulty:Target Speed + OOC + 3
Note: Failure damages fighter. Target ship can dodge docking attempt (difficulty = speed+size+success of fighter's pilot).

Dock with Spacewalker

Skill: Piloting
Difficulty:8

Dodge Mine

Skill: Piloting
Difficulty:11

Inflight Repairs

Skill: Engineering
Difficulty:11
Note: Lowers damage level by 1.

Dodge Incoming

Skill: Piloting
Difficulty: 11 + to hit success
Note: cannon and missile hits may be avoided.

Move Fighter to Adjacent Cargo Bay

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

Repair Fighter

<u>Skill</u>: Engineering
<u>Difficulty</u>: 11
<u>Uses Module</u>: No
<u>Can be done Remotely</u>: No
<u>Energy</u>: None
<u>Can be done more than once per Round</u>: Yes
<u>Note</u>: Removes all damage from fighter.

Repair module

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

Notes

From 1st Expansion: Galactic Civil War
If the fighter is used as a boarding missile, it is destroyed in the process.
A fighter moves 1 hex each phase, but for targetting purposes is regarded as speed 12.
Although a fighter may contain two passengers (or one power armour) the actions of the characters
aboard cannot be the same (ie you may not do two Fighter Move actions in a phase etc).

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