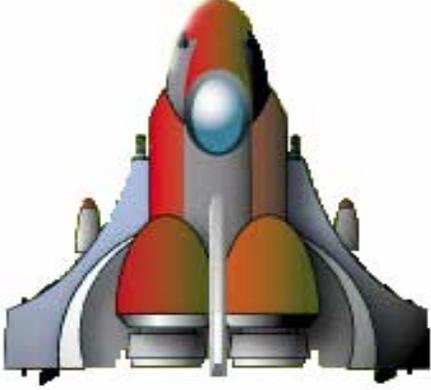


Racial Bonus					
Canosian	+1 bonus to Fighter Engineering skill checks (Cumulative with Engineering Upgrade)	<input type="checkbox"/>			
Fungaloid	Free reroll on Fighter In-Flight repair checks (Cumulative with Engineering Upgrade and Canosian Bonus)	<input type="checkbox"/>			
Human	+1 bonus to Fighter Piloting skill checks (Cumulative with Piloting Upgrade)	<input type="checkbox"/>			
Silicoid	Reroll one or both dice on Survival Checks	<input type="checkbox"/>			
Tentac	Reroll one hit allocation die whenever attacking starships	<input type="checkbox"/>			
Trundlian	A roll of 3 or better on module damage causes it to become damaged & occupants take 2d6 damage	<input type="checkbox"/>			
Whistler	+3 bonus to Piloting skill checks when dogfighting (Cumulative with Piloting Upgrade and Human Bonus)	<input type="checkbox"/>			
Xeloxian	+1 bonus to Fighter to-hit rolls (Cumulative with Combat Upgrade)	<input type="checkbox"/>			
Zoallan	Armored: -1 damage to occupants of fighter	<input type="checkbox"/>			
Actions		Upgrades			
Dock with Starship	Piloting Check vs Target ship's speed + OOC+ 3 (# of Torpedoes loaded). Failure damages Fighter. Success puts Fighter at external airlock of choice. Stays attached until flown away.	Combat	<input type="checkbox"/>		
Dock with Spacewalker	Piloting Check vs 8 + Damage Level + (# of Torpedoes loaded) to pick up Spacewalker	Piloting	<input type="checkbox"/>		
Dodge Incoming Fire	Piloting Check vs 11 + Damage Level + amount by which it hit to avoid + (# of Torpedoes loaded). Not applicable to Dogfighting	Engineering	<input type="checkbox"/>		
Dodge Mines	Upon entering mined hex, make a free Piloting check vs 11 + (# of torpedoes loaded). Fail: destroys mine, damages Fighter & occupants take 1d6 damage				
Dogfight	Dogfights occur between fighters only. Both Pilots make a Piloting Check & the lower of the two is damaged. The Fighter that initiates wins ties. A Fighter that has been in any Dogfights has a -3 penalty to all other actions (including other Dogfights, but not survival checks)				
Fighter Attack	Combat skill check vs target ship's speed + (2 x distance). If successful, roll hit allocation dice. Fighters deal 1d6 damage as per a cannon, may attack every phase, & must be in flight. If in same hex, Fighters may only Fighter Attack starships, but ignore target shields and may pick direction of hit allocation.				
Fighter Launch	Spend 2 Guns Power and make a Piloting check vs 11 to launch the Fighter				
Fighter Move	Move 1 Hex automatically. Make a Piloting Check vs 11 + (# of Torpedoes loaded) to move further. +3 for each additional space beyond the first. There is no facing for fighters. Failure means you don't move additional spaces.				
In-Flight Repairs	Engineering (+Toolkit) vs 11 + Damage Level to lower Damage level of Fighter by 1				
Jettison Torpedoes	Engineering vs 11 + Damage Level to jettison all torpedoes				
Landing in Fighter Bay	Must be in same hex as ship with empty Fighter Bay. Piloting check vs target ship's speed + OOC + (# of Torpedoes loaded). Success				
Torpedo Launch	Combat vs 11 + Range + Damage Level to launch 1 torpedo (+3 per additional torpedo). If successful, Roll 2d6 (not luckable) to hit silhouette. If hits, as per normal missile but do 3d6 damage and all damage in straight line.				
Special Rules:				Damage Level	Target Number
Any hit or damage on a fighter does the following in this order: Roll 1d6 for each Torpedo still Loaded. For each odd die, one torpedo is destroyed. Raises Damage Level by 1 Causes 1d6 damage to be dealt to occupants Fighter crew must make a survival check [luckable] of 8 (+ damage level) or Fighter breaks up.		0	12	8	11
Survival Checks: Resolve this Check after occupant damage Can be made by any 1 conscious crewmember. That crewmember may add Engineering skill and toolkit bonuses to their roll. If they are an Engineer, they get a Professional Reroll. Anyone onboard can provide Luck If Survival Check fails, all occupants suffer another 3d6 damage as a separate damaging event.		1	11	9	12
Docked Fighters: If the module to which it is docked is damaged (even sabotage), the fighter suffers a Damage Level A fighter that is not in a Fighter Bay can be targeted at a difficulty of 12 + distance		2	10	10	13
Ramming Any Fighter ramming a starship is destroyed. Deal damage to starship as per a missile targeting any one exterior module. Anyone aboard the fighter becomes a spacewalker and suffers 3d6 damage Fighters cannot be rammed by starships unless incapacitated or willing		3	9	11	14
Fighters with Torpedoes loaded have their Target Number decreased by 1 & increases all Piloting checks by +1 for each Torpedo loaded		4	8	12	15
Fighters used as Boarding Missiles are destroyed in the process.		5	7	13	16
		6	6	14	17
		7	5	15	18
		8	4	16	19
		9	3	17	20
		10	2	18	21
		11	1	19	22
		12	0	20	23
		13	-1	21	24
		14	-2	22	25
		15	-3	23	26
		16	-4	24	27
		17	-5	25	28
		18	-6	26	29
		19	-7	27	30
		20	-8	28	31