GENESYS VEHICLE COMPANION

A VEHICLE GUIDE SUPPLEMENT

Cbeck

GENESYS FOUNDRY

Credits

Proofreading/Editing

Craig C Randall (Discord @skandall#8350), BobFrankly, Dave Foster (Discord @dfrost303#9121), Mulan, Guillaume Tardiff, Digital APEX, Sammi N.

Cover Art

JEShields

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Introduction

Welcome to the **Vehicle Companion**! This supplement is designed to unravel some of the mystery and mystique of vehicles in your **Genesys** games.

While many settings include vehicles in one form or another, not all vehicles are equal. This supplement aims to help you understand the roles that vehicles play, and how to make the most of the existing rules to in your games.

The **Genesys** Core Rulebook includes the rules for how to use vehicles in your games and the **Expanded Player's Guide** has the rules for creating your own vehicles as well as several examples of pre-made vehicles. However, there are a number of more minor things to creating a vehicle than was able to be discussed in the limited page-count available.

The **Vehicle Companion** fills in the blanks and expands upon the Core Rulebook and the **Expanded Player's Guide.**

Required Books

Although not a set of stand-alone rules, the **Vehicle Companion** builds upon advice and materials found elsewhere. However, making the most of this supplement requires the **Genesys** Core Rulebook and the **Expanded Player's Guide.**

This supplement assumes you have read and understand at least the basics of the vehicle chapter in the **Genesys** Core Rulebook.

Vehicles in Genesys

Vehicles are any form of conveyance that allows for quicker locomotion from one place to another. That's pretty much it. Anything else is just window dressing.

Yes, some vehicles fly through the air, some traverse over and under water, some are capable of moving among the stars—or even traveling between them! Some are armed for self-defense while others are armed for war.

In the end, in **Genesys**, a vehicle is a tool. A tool for furthering the story. A tool for getting from scene to scene, encounter to encounter. A tool for use during encounters, at times, but a tool nonetheless.

A Place in Every Setting

Vehicles have a place in every setting. From horse-drawn carts in a fantasy setting to a giant warship capable of decimating a planet in a space opera game, most settings have them in one form or fashion.

More often than not, people associate vehicles with war stories: weird war tanks, space fighters/bombers, steampunk Zeppelins and science fiction gunships. Others think of their more mundane counterparts: modern day cars and airplanes, fantasy carts and buggies and the trains and clockwork transports of wild west steampunk.

Neither view is wrong as there is room for both at any table. But before you go and add vehicles into your game, you first need to make sure they're needed. And if they *are* needed, make sure you address them appropriately.

When to Use...and When Not to

Most people's initial reaction to seeing rules for vehicles is to include them in their games. After all, they exist and thus should be used, right? Not always.

This section describes when to, and when not to, include the vehicle rules in your games.

When to Use

In brief, if tracking system strain, knowing exactly the hull trauma threshold, or needing to compare handling stats are important, you should consider using the vehicle rules.

War stories are the most obvious games that are just begging for vehicles. When using tanks, fighter craft, APCs, ocean-going vessels, submersibles, dirigibles, and their space-born counterparts are all excellent reasons to include vehicles and vehicle rules in your game.

The less thought of times are those where specific vehicles stats are important: racing games in the vein of *The Fast and the Furious* or *Speed Racer* can benefit from the more involved vehicles rules.

When Not to Use

If your game doesn't fit into the situations described above, you likely have no need for the minutia of the **Genesys** vehicle rules.

In most modern day games, and even near-future Sci-Fi, near-past weird war, or fantasy, you don't need to keep track of the various stats of a vehicle.

We all know that a sports car is faster than a family van, which in turn is faster than a tractor. If a car is hit by a RPG, we know it'll blow up (because that's cinematically cool!). There's no need to try to keep track of the current speed of the tractor or the hull trauma of that car.

Most of the vehicle stats can be abstracted away with □ or ■. If your vehicle is faster, you get a □ on your **Driving check** in a car chase whereas a motorcycle receives a ■ or two if they're trying to keep up with an ATV in the desert sands.

The default assumption of **Genesys** is that you are not using the vehicles rules. They are optional and that is made apparent in the text as well as several talents that would otherwise interact with vehicles. For instance, the Defensive Driving talent (**Genesys** Core Rulebook page 80) says, "*The specifics of this talent require the optional vehicle rules, on page 220. If your game does not use these rules, this talent adds ■ per rank to combat checks targeting your character's vehicle or your character while piloting it.*"

Making The Call

At the end of the day, it's up to the GM to decide whether or not to use the full vehicle rules. If vehicle use is a main feature of the game then it's a good idea to include them. But if vehicles are more of a "several hours later, you arrive" plot convenience then you can safely ignore the vehicle rules and use □ and/or ■ when necessary.

Terrestrial Vehicles

While spaceships are the more popular version of vehicles found in modern media, terrestrial vehicles (those that operate solely within the atmosphere of a planet) still have a place. Spaceships can travel between planets and the stars themselves, but once you get to your destination, terrestrial vehicles are there to help characters get around.

Almost all terrestrial vehicles are going to be small vehicles (silhouette 1–4) due to gravity and wind resistance. It all boils down to the square cube law of physics. Basically, the volume of an object (and therefore its mass and weight) grows faster than its surface area. So as things get bigger, they get *heavier* faster.

The exact formula is not a concern for **Genesys**, but it does mean that you won't be finding many vehicles of silhouette 5 on a planet with any appreciable gravity. Watercraft, however, can get around this a little bit due to the buoyancy of water compared to the rigidity of land; larger watercraft have a larger surface area to spread out the weight of the craft.

Ground-Based Vehicles

Probably the most plentiful of vehicles are those that drive on or hover just above the ground. Buggies, cars, trains, motorcycles, and the like are all ground-based vehicles. Military models include tanks and possibly combat mecha.

Most small vehicles for mass use are priced to allow as many people as possible to be able to afford them. The larger vehicles are more useful as public transportation due to the larger passenger capacity.

Silhouette 1

Motorcycles and motorized scooters are pretty much all you'll find at silhouette 1. They are vehicles ridden *on* instead of ridden *in*. They have enough room for the driver and potentially a passenger, but not always. Some, like dirt bikes, are designed for off-road use but others, like mopeds, are for road-use only.

Silhouette 2

The vast majority of ground vehicles are silhouette 2: cars, vans, pickup trucks, jeeps, Hummers, and the like. They are large enough to seat several people comfortably but with a limited range (most likely due to a small fuel reserve). Technicals (civilian vehicles with military-grade weapons bolted on) are going to be silhouette 2. Futuristic battle suits that turn the wearer into a miniature combat vehicle are also around this size.

Silhouette 3

There are a few examples of silhouette 3 ground-based vehicles: semi-trucks, buses, train cars, mobile homes, and tanks are this size. Anything that is designed to carry a large amount of cargo, passengers, or both are silhouette 3.

Silhouette 4

It is a rare sight indeed to see a ground-based vehicle that is silhouette 4. This size is mostly for air- and sea-based vehicles. While one train car is silhouette 3, the entire train could be silhouette 4.

Silhouette 5+

Without some super-science, you are not going to find a silhouette 5 vehicle capable of operating on the ground. The mass and weight would be such that if it stops moving for any length of time it's going to sink into whatever surface it is on and have a very hard time getting out again.

At this size you're going to find mobile command bases that function like super-tanks or super-large transport vehicles that can carry more than a fleet of smaller vehicles. For more ideas on what to find at larger silhouettes check out the next section, Water-based Vehicles, or the next chapter, Space Vehicles.

Water-Based Vehicles

Most of the suggested advice about ground-based vehicles apply, but due to greater surface area allowing for more buoyancy, bigger vehicles are easier to come by. In effect, the only difference between most equivalent vehicles is whether they operate on water or land. Jet Skis instead of motorcycles, speed boats instead of sports cars, ferries instead of busses, etc.

Water-based vehicles in the silhouette 1–3 range are referred to as "boats" and those of silhouette 4 or larger are referred to as "ships".

Silhouette 1

This size includes paddle boats, skulling boats, Jet Skis/Wave Runners and things of that size. They have enough room for one, perhaps two people at most.

Silhouette 2

For silhouette 2, it's mainly in the small fishing boats that seat 3 or 4 people. These boats have a small outboard motor and some oars as a back-up propulsion system. Some silhouette 2 boats are designed to cram in a lot more people, however, like life rafts or Zodiacs.

Silhouette 3

Silhouette 3 is where most privately-owned boats fall. Speed boats, ski boats, "cigarette boats," tug boats, and anything you or a friend might have owned for fun in the surf and sun.

Silhouette 4

Once ships hit silhouette 4, they're going to be out of the price range of the average consumer. This is where you'd find private yachts, personally owned cargo freighters used to ferry goods between ports, boats used for scientific research, and the like.

Silhouette 5

Larger, three-masted sailing ships of your favorite pirate movie (or other Age of Sail stories), modern corvettes or destroyers, submarines, and small cargo freighters are all silhouette 5.

Silhouette 6

Silhouette 6 ships give you cruise liners, five-masted Age of Sail boats, modern (battle)cruisers, and the large cargo ships that transport literal hundreds of thousands of tons of material across the seas.

Silhouette 7

Silhouette 7 is the upper-range of water-based vehicles. This size consists of giant oil tankers, the most extravagant cruise liners, WWII-era battleships, modern aircraft carriers, and the biggest cargo ships you'll ever see.

Silhouette 8+

As with silhouette 5+ ground vehicles, silhouette 8 or larger water-based vehicles are the things of super-science. Anything at this size is going to be a silhouette 7 ship, but *more*. It'll have more guns, more armor, more cargo, more troops, more strike craft, more of everything.

Air-Based Vehicles

Aircraft have a long and varied history. As early as the 3rd century BC, the Chinese have used hot-air balloons to cause lanterns to float through the air. In fantasy games, you can have magically powered boats that just happen to "sail" through the air.

The modern idea of aircraft fall in two main types: lighter-than-air and heavier-than-air.

As the names imply, lighter-than air craft use balloons filled with lighter-than-air gasses. Hot air balloons use hot air while Zeppelins and other dirigibles have enclosed balloons that are filled with gasses that are lighter than air. Heavier-than-air craft are what we commonly call airplanes (or helicopters). They use aerodynamics to stay aloft even when their weight would otherwise cause them to plummet to the earth in a disastrous way.

Silhouette 1

Small aircraft at this size don't usually exist. If anything, it would be a piece of gear that just allows the user to fly (see page 100 of the **Genesys** Core Rulebook) and isn't an actual vehicle.

Silhouette 2

Most single-engine propeller aircraft fall into this category. It's the kind of airplanes you see at small airstrips that are privately owned (more often than not

privately owned by 3 or 4 people who share the use and responsibilities of ownership). This also includes older, WWII-era fighter planes and most helicopters.

Silhouette 3

Modern jet fighters, expensive privately owned jets (the kind you see the rich CEO traveling in on most TV shows and movies), and smaller cargo planes fall under silhouette 3. Due to the sheer size of the hot air balloon's envelope, this is where you'll find many lighter-than-air craft. Even though the gondola can only hold a small handful of people, the rest of it is quite large.

Silhouette 4

Many modern-day aircraft are silhouette 4: passenger jets, large cargo planes, even the Zeppelins and blimps of old are around this size. As with ground vehicles, anything that's designed to carry a lot of passengers and/or cargo are silhouette 4.

Silhouette 5+

There are not many aircraft at this size except for maybe a weird war super-Zeppelin designed as an early aircraft carrier. As with ground vehicles, it's few and far between you'll find a (non-super-science) aircraft that is beyond silhouette 5. With super-science, you're going to find flying versions of water-based ships. It includes flying aircraft carriers, flying battlecruisers, flying cargo ships, etc.

Space Vehicles

While terrestrial vehicles have many limitations due to gravity and wind resistance, space vehicles have no such limitations. The vacuum of space doesn't have any appreciable gravity nor enough particle density to provide any noticeable resistance. Therefore, vehicles designed for space travel are big. Really big.

Vehicles designed to operate in space run the gamut from silhouette 3 (usually, with some notable exceptions) all the way up to silhouette 10. While the square cube law discussed in Terrestrial Vehicles still applies in space, it can be assumed that whatever super-science that allows for ships the size of small asteroids has found a way to make the materials light enough to not matter. Besides, **Genesys** is a cinematic game system, not one of physics trying to calculate *delta vee*.

This chapter is going to go over the different types of spacecraft, what they are designed to do, and what silhouette they are found. One very important thing to keep in mind is the advice found on page 60 of the **Expanded Player's Guide:** "*Spaceships are either designed like aircraft (fast and agile) or ships (slow and plodding).*" When figuring out spaceship sizes, look at the water-based vehicles and air-based vehicles from the prior chapter for good starting points.

Small Vehicles

Anything that is silhouette 4 or smaller is considered a small vehicle. In space, small vehicles routinely start at silhouette 3. This is your fighter craft, small shuttles, and the like. Of course, silhouette 1 or 2 vehicles can be lifeboats and escape pods.

Silhouette 4 vehicles are where you begin to see multiple crew and passenger capacity. Pleasure yachts, light freighters, and even gunships can be silhouette 4.

Large Vehicles

Capital ships include anything from silhouette 5 through silhouette 10. And that's a *huge* range that makes it pretty difficult to eyeball silhouette, unlike with small vehicles.

Due to the fact that silhouette is not a linear scale, as it gets bigger it gets more and more descriptive. The difference between silhouettes 7 and 8, for example, is only important insofar as it's harder for a silhouette 8 vehicle to attack a silhouette 6 vehicle. It has the side benefit of having numbers on the upper end found on **Table II.1–1: Vehicle Silhouettes and Suggested Characteristics** on page 60 of the **Expanded Player's Guide**.

Vehicle Classifications

Because most science fiction and space opera treat space as an ocean, space-faring vehicles are usually classified by their role or purpose (as modern-day watercraft). Smaller vehicles don't have as rigid a classification ("shuttle," for example, is more of a descriptive term), but as you get into capital ships classification becomes more important.

Most of the space-capable vehicles in popular fiction have naval classifications assigned to them. This section contains a gross over-simplification of naval classifications drawn from examples of popular media—books, movies, TV shows, and the like.

The actual history and reasons for naming conventions are, like most things in human history, long, drawn out, and fairly complicated. Because **Genesys** is a game designed to capture the cinematic nature of fiction, don't worry about historical accuracy: this is intended to aid game-play, not act as a lesson in human psychology or the history of naval doctrine.

Also, while this classification system focuses on space-capable vehicles, it also applies to both wet navies on-planet as well as magitech fantasy flying navies. A simple way to convert from space-capable to planetary is to reduce its silhouette by 1.

Small Craft

Small craft are either utilitarian or a specialist in their roles. Many silhouette 1 and 2 craft are a pod of some sort. Utility pods are designed to assist in building larger craft. Escape pods are the lifeboats of the stars.

Pods

Drop pods are like escape pods but designed to put boots on the ground and usually have at least personal scale defense weapons. Boarding pods are the

space-based variant: basically a very large torpedo with marines aboard instead of an explosive payload. Drop pods and boarding pods usually carry a fire team each (4 or 5 soldiers).

Fighters

Silhouette 3 and 4 combat vehicles are commonly called "fighters". Fighters come in many variants, depending on their specific role.

- **Bombers** are heavy fighters designed to take out large targets with overwhelming firepower. Silhouette 3 bombers are usually single-pilot while silhouette 4 bombers, or "heavy bombers" have multiple crew with several defensive weapons and gunners.
- **Interceptors** are fighters that trade durability and firepower for sheer speed and maneuverability. They are designed to intercept bombers before they can make it to their target.
- **Superiority** or **assault fighters** are the jack-of-all-trades fighter. They are faster than a bomber but more robust (and slower) than an interceptor. Many can be equipped with enough ordinance to fulfill the role of a bomber in a pinch.
- **Recon** fighters are scout craft. They are designed to get in, get intel, and get back out again. Most recon fighters have limited or no weapon systems but host a plethora of electronic warfare equipment, the highest-fidelity sensors/scanners/radar available, the fastest speeds, and (depending on the tech available) some sort of stealth capability to avoid detection.

Any of the above fighters can be equipped with stealth technology and become a stealth fighter/bomber/interceptor/etc. What stealth technology looks like varies from setting to setting. For example, in *The Expanse*, stealth tech is radar-absorbing paint and internal heat sinks. In *Star Wars* and *Stargate*, stealth technology literally makes the vehicle disappear.

Shuttles

Any small vehicle of silhouette 3 or 4 that is designed to transport a number of passengers is considered a shuttle. It is the space-based equivalent of a bus or train. In nautical parlance, they are referred to as a "launch."

The base shuttle is designed to ferry people and cargo from one place to another, usually short-range. If stationed on a larger craft, it could be a surface-to-space transport. It could also be designed for space-only travel and take passengers between local space stations and orbital moons.

Military versions of the shuttle include drop shuttles and assault shuttles. Drop shuttles are like drop pods, only bigger. They have a larger compliment of combat troops and more or bigger guns, but still personal scale to assist the troops once they land.

Assault shuttles are like heavy bombers. They have multiple crew and more guns than something this small should have.

A shuttle that is designed with luxury in mind for a smaller number of people to travel in style is called a yacht. A shuttle designed to carry cargo swiftly is called a courier ship.

Light Freighters

A light freighter is probably the largest vehicle that most civilians can afford. They are akin to long-haul truckers or ocean- or space-going small-scale cargo ships. They have a sizable cargo hold for their size and enough passenger space to take on a few passengers for a little extra money when going between locations.

Almost all civilian vehicles are unarmed, unless the player characters invest time and money in changing that. Some space-faring civilizations allow light freighters to have short-range point defense weapons for anti-pirate and anti-asteroid use.

Some variations include freighters repurposed for war: more weapons and perhaps more armor. Q-ships are the opposite, light freighters that have weapons but *hide* that fact. Pirates and other prey don't realize the q-ship is armed until the guns pop out and start shooting!

Blockade runners are used for smuggling items or people into places they aren't allowed to be. The main difference is that blockade runners have better engines to outrun picket ships, but some are armed to protect against pirates and the occasional low-paid customs officer. They almost universally have hidden compartments to hide their smuggled goods.

SUB-CAPITAL SHIPS

Sub-capital ships are the vehicles that are big enough to have a crew and the endurance to travel anywhere, but are not powerful enough to be considered a capital ship.

These vehicles are perfect for GMs to have as the home base for a group of player characters as they tend to operate alone unless during specific wartime maneuvers and battles. They can patrol the perimeter of known space or the local star cluster or, in a fantasy game, the edge of the "known world".

PATROL CRAFT

Most patrol craft are used by the local version of law enforcement. Most of the time these craft are encountered as customs inspectors or anti-pirate vehicles. Any patrol craft is going to be silhouette 4.

A variant of the patrol craft are the fast-attack craft. These have capital-scale weapon systems and are designed to operate in small groups to take down ships much bigger than they are. They rely on their small size and agility to avoid getting hit; but given their small size they are indeed glass cannons. One or two hits from their preferred prey is enough to cripple or even destroy a fast-attack craft.

The biggest difference between a patrol craft and a shuttle is the endurance. Whereas shuttles can operate for hours or even days at a time, patrol craft can operate independently for weeks.

WARSHIPS

Sub-capital warships are in the silhouette 5 to 6 range. The below list is in order of size and/or importance in modern media.

- **Corvettes** are the smallest and cheapest warship you'll encounter. Almost universally silhouette 5, these craft see use as armed personnel transport and law-enforcement. Basically a souped-up version of patrol craft that, when operating in a small battle group, give any force cause for concern. Corvettes that are only used for guard duty are commonly called "cutters," and don't have the endurance or range of operation that corvettes have.

- **Frigates** are the backbone of most militaries. Large enough and sturdy enough to take a beating and armed to the teeth, these sub-capital ships see use in almost all aspects of space operations. Mostly silhouette 5, but heavy versions with more armor and weapons can be silhouette 6.
- **Escorts** defend their larger brethren from smaller ships. Most of their weapons are geared towards eliminating fighters, assault shuttles and fast-attack craft. Almost universally silhouette 5, as any larger they are too big and slow to fulfill their duties, and any smaller and they won't be able to mount enough weapons.
- **Destroyers** are the largest of sub-capital ships. Originally, this designation was for ships designed to destroy submarines, missiles, and aircraft. A job mostly relegated to escorts. A more modern definition of a destroyer is a sub-capital ship designed to destroy capital ships. Destroyers are silhouette 6.
- **Cruisers** are ships big enough to take care of themself, fast enough to outrun anything that overpowers it, but cheap enough that it can operate independently. They are not as purpose-built as destroyers and are more well-rounded. While they are usually silhouette 6, light cruisers can be silhouette 5.
- **Assault carriers** are a smaller version of carriers. These only carry a dozen or so fighter craft, but make up for it with additional weapons. The fighter craft are an addition to their arsenal, as opposed to the dedicated carrier who's main arsenal is the fighter craft carried aboard. Most are silhouette 6, but smaller assault carriers that only have a half dozen or so fighters can be silhouette 5.

CIVILIAN CRAFT

Most sub-capital sized civilian craft are cargo ships or cruise liners of one form or other. Civilian vehicles of this size are going to be owned by a large corporation and almost never found in the hands of an individual. Indeed, many smaller sized businesses have a small fleet of light freighters instead of having even one cargo freighter.

Cargo freighters have the largest cargo capacity and virtually no passenger capacity: every square meter is devoted to crew and cargo, anything else is just wasted money. A lot of cargo means slow speeds, and this makes them ripe for pirates.

If the cargo is valuable enough, they may be escorted through troublesome

space-ways by escorts or corvettes.

On the other side of things is the cruise liner. A variety of social classes on a large space-going ship traveling from one location to another, taking their time so the passengers can enjoy the sights. More often than not they make stops at points of interest: planets/planetoids that thrive on the tourist economy and that sell overpriced knick-knacks that are quickly forgotten when the passengers return home.

CAPITAL SHIPS

The true power of any military lies in their capital ships. When anyone talks about the military might of a superpower this is what they mean. Capital ships are any vehicle in the silhouette 7–10 range and carry enough firepower to level a continent…or even do enough damage to a planet to make it uninhabitable.

In rough order of size and firepower:

BATTLECRUISERS

These vehicles are the fastest capital ship, but that speed comes at the cost of armor. In theory, this trade-off allows them to seek and destroy other similarly-sized vessels, but the lack of armor is quite a liability. Many science fiction and space opera settings use this classification in place of battleship due to the historical nature of "battleship." So, if a setting has no battleship classification then the battlecruiser will jump from the bottom of the list to the top.

CARRIERS

Carriers are any vehicle that transports other vehicles. Aircraft carriers are the most common example, but futuristic space navies have their own version. Most are unarmed, relying on escort ships and their compliment of fighter craft for defense. Some, however, have point-defense weapons for anti-fighter or anti-missile/anti-torpedo fire.

SHIPS OF THE LINE/BATTLESHIPS/DREADNOUGHTS

The largest of the large. Many have more guns than a flotilla of sub-capital ships, but they never operate alone. Losing one of these is a massive blow to the military, both in personnel and material.

Ship of the line is the common name for Age of Sail settings (or those inspired by the age of sail). The term "battleship" is actually a combination of "battle ship of the line" and is used for most modern and post-modern settings. The farther in the future you go, science fiction and space opera settings are more likely to use the term "Battlecruiser" in place of "Battleship."

In any game where battleships are a thing, there are also likely to be Dreadnoughts that are *even bigger* and even more intimidating.

VEHICLE WEAPONS

Vehicle weapons are almost exactly like the weapons characters use, just bigger.

GENESYS uses a different scale for vehicles than they do for characters, called "planetary scale." While characters operate on the aptly named "character scale" (see **GENESYS** Core Rulebook pages 224–225). Planetary scale is 10 times more than personal scale, meaning it takes 10 personal scale damage to equate to 1 point of planetary scale damage. And 1 point of planetary scale armor is the equivalent of 10 personal scale soak.

If you have a copy of the **EQUIPMENT GUIDE**, also available on DriveThruRPG, you'll be fairly familiar with the following section.

GENERAL ATTRIBUTES

Unsurprisingly, planetary scale weapons share a number of attributes with personal scale weapons (see pages 199–201 in the **GENESYS** Core Rulebook). We'll go over the basics and call out any changes. Note that the general advice found in the **GENESYS** Core Rulebook hold true for planetary scale weapons unless otherwise noted.

SKILL

While there are many combat skills, Gunnery is the *de facto* skill used for all weapons mounted on a vehicle (even personal scale weapons mounted on a vehicle default to Gunnery). Unless there is a very compelling reason to use another skill, stick with Gunnery. For example, in the **EXPANDED PLAYER'S GUIDE** both the tactical strider and the mecha use Brawl for its melee weapon attack.

Of course, Gunnery is a Ranged sub-skill (see pages 68–69 of the **GENESYS** Core Rulebook for more on the Ranged skill and its three sub-skill). So, if your setting only has the Ranged skill, like most fantasy settings, it is used for vehicle-mounted weapons.

Damage

Damage on planetary scale is a different thing altogether than what is found on personal scale weapons. Because all personal scale targets are assumed to have a Soak of 3 at the low-end, personal scale weapons have a higher overall damage value.

Since only military vehicles (and usually PC-owned vehicles) have any Armor, the damage numbers of planetary scale weapons average out to be a bit lower. Generally, defensive weapons (anti-missile systems, pirate-deterrents, etc) will do 1 or even 2 points of damage, light planetary scale weapons will deal 3 to 4 damage, heavy planetary scale weapons deal 5 to 9 damage and anti-capital weapons (and ordnance) deal 10 damage or more. Ordinance-type weapons—like missiles and torpedoes—can have damage numbers 5 higher but are limited in use and have the Limited Ammo quality.

Critical Rating

Planetary scale weapons have the same critical rating range as personal scale weapons. When in doubt, give your weapon a Critical Rating of 3. Highly-lethal weapons can have a critical rating of 2 or 1, while less-than-lethal weapons will have a critical rating of 4 or 5.

An important thing to keep in mind is the Massive special rule (found on page 62 of the **Expanded Player's Guide**). It increases the critical rating of weapons that hit the massive vehicle by 2. So even a "lethal" weapon with a crit rating of 2 would need ⮝⮝⮝⮝ to activate a critical hit!

Range

Planetary scale weapons tend to have longer range than their personal scale counterparts. Light weapons, usually those defensive in nature, have a range of Medium. Heavy weapons are more likely to have a range of Long or Extreme. Ordnance weapons (weapons with the Guided quality) should have a range of Extreme or Strategic (see pages 225 and 226 of the **Genesys** Core Rulebook).

Encumbrance

Due to the nature of vehicles, planetary scale weapons don't have an encumbrance value.

Cost and Rarity

When determining the price of a planetary scale weapon, you follow the same procedures as laid out on pages 199–201 of the **Genesys** Core Rulebook. You then multiple the price by 10 (see page 61 of the **Expanded Player's Guide** for more).

While not mentioned in the **Expanded Player's Guide**, the developers later clarified that damage of 1 to 3 adds nothing to the cost of the weapon, and strategic range is the same cost as extreme.

As well, depending on your setting, some, most, or all planetary weapons can be restricted (See **Shadow of the Beanstalk**, page 84). If you don't own **Shadow of the Beanstalk**, restricted weapons are illegal and require a Streetwise check, instead of Negotiation check, to locate and purchase (see the "Black Market Items" sidebar on page 83 of the **Genesys** Core Rulebook).

Special Rules and Item Qualities

Most of the advice in the Core Rulebook hold true for planetary scale weapons.

- **Accurate and Inaccurate:** Because these qualities add dice to the dice pool, keep the rating at 1 or 2. Anything more can start to bloat the dice pool.
- **Blast:** Any weapon that explodes in a decent area should have the Blast quality. And since the blast damage is based on the Blast rating, it's a good idea to have it between 2 less than the damage of the weapon and full weapon damage.
- **Breach and Pierce:** Breach is a great way to increase the damage of a weapon without actually increasing the damage value. It also puts a cap on the "extra" damage done since Breach cannot reduce Armor below 0. Pierce is used for personal scale weapons and should not be used with planetary scale weapons. Breach, however, should only add 100 per rank to the price (since the final price is multiplied by 10, it becomes the normal 1,000 per rank).
- **Burn:** Because the rating of Burn determines the number of rounds the effect lasts, you can give it a rating of 1 to 3.
- **Concussive, Disorient, and Ensnare:** These qualities are specifically designed for personal scale targets and therefore are practically useless on planetary scale weapons. That being said, if the weapon is designed to target

personal scale characters, they can be used. In such a case, follow the guidelines on page 200 of the Genesys Core Rulebook.

- **Cumbersome and Unwieldy:** Because vehicles don't have to worry about characteristics like Brawn and Agility, these quality aren't use for planetary scale weapons.
- **Defensive and Deflection:** Most vehicles don't need to differentiate between Melee Defense and Ranged Defense. And given that vehicles have a finite number of weapons they can have, these qualities are almost never used. If the vehicle is a humanoid mecha, however, swords can have Defensive and a hand-held shields can have Deflection.
- **Guided:** This quality is designed to represent ordnance that tracks its target and is great for missiles and torpedoes. Because the end-of-round attack is against an **Average (◆◆) check**, any weapon with a range of Long, Extreme or Strategic can benefit from this quality. A rating of between 2 and 4 is suggested.
- **Knockdown, Reinforced and Sunder:** These weapon qualities don't make sense when used with classic vehicles since you can't knock a vehicle prone or sunder equipment that's on the inside of the vehicle. However, humanoid mecha can have external equipment and weapons that can be sundered and reinforced, and anything with legs can be knocked down. That being said, the ⮝ cost of Knockdown is commensurate to the silhouette of the vehicle, so it only makes sense for small vehicles.
- **Limited Ammo:** Limited Ammo works a bit differently on planetary scale. A person can carry an extra reload for weapons with Limited Ammo, but vehicles can only carry so much, which is what the Limited Ammo quality represents. Vehicles cannot reload Limited Ammo weapons without going into dock/port, meeting up with a tender, or perform some other activity that would allow it to re-arm. The process of transporting ammo onto a vehicle cannot be done in combat, however.
- **Linked:** Remember that the rating of Linked is the additional hits you can score. So a double/dual-weapon would have Linked 1, a triple/tri-weapon Linked 2, a quad-weapon Linked 3, etc.
- **Prepare and Slow-Firing:** Since these qualities restrict your usage of the weapon, keep the rating to 1 or 2. Prepare works better on crew-serviced weapons where the crew has to do work to reload, and can have a rating up to 3. Slow-Firing, on the other hand, requires no work on anyone's behalf and just takes time to recharge or for the autoloaders to do their thing.

- **Stun:** Stun is an interesting case for planetary scale weapons since System Strain Threshold can be as low as 3 or as high as 80 or more! In most instances it's better to have the Stun Damage quality if you want to deal system strain damage, but a small side-effect of shorting out circuits and causing system strain isn't beyond reason. The Stun rating should not exceed 4.
- **Tractor:** Tractor weapons are the Ensnare of planetary scale. The rating is directly related to the difficulty of the Piloting check to be able to move again. This means that it needs to be between 1 and 5.
- **Vicious:** The same advice as for personal weapons: keep the rating at or below 5.

Personal Scale

Some vehicles mount personal scale weapons for many reasons. Crowd control, defense, legality, price, and more are all good reasons to have personal scale weapons on your vehicle. If you mount a personal scale weapon then build it using the rules found in the **Genesys** Core Rulebook on pages 199 to 201.

Bring it all Together

The steps to creating a planetary scale weapon may seem complex with the various options available, but if you distill it down it gets easier to handle.

The most important step is step 0, what I call "the capsule." This is a short two or three sentence description of what the weapon is and potentially how it works. This is important for a couple of reasons. First is because different media use the same name to mean different things. Second, when you give your players the weapon list it will already have a description for them to read and quickly grasp your meaning.

For example, in the *Stargate* franchise, a railgun is a medium-range rapid-fire projectile weapon system. While in *The Expanse* a railgun is a single-shot, high-calibre round designed to destroy battleships at long range.

Once you have that done, you can more easily determine the statistics and qualities to give your new weapon.

The details for how to make such a weapon can be found on pages 199–201 of the **Genesys** Core Rulebook or pages 4–8 of the **Equipment Guide**.

Creating Your Own Vehicles

The steps of vehicle creation are enumerated in the **Expanded Player's Guide** starting on page 58, but the steps are as follows:

1. Function
2. Silhouette
3. Control Skill
4. Max Speed & Handling
5. Defense, Armor, HTT, SST
6. Occupants, Encumbrance Capacity, & Consumables
7. Weapons
8. Price and Rarity
9. Special Rules

Creation Steps

1. Function

The first and arguably most important part of creating a vehicle is the function. It's the description of what the vehicle is and what it's designed to do. Before you even dive into the mechanical bits of creating the vehicle you need to know what it is.

This function is going to be your touchpoint at every other step of the way—it guides you and answer your questions when you're not sure about something. It doesn't have to be long, no more than 2 short paragraphs, but it has to be enough to let a reader know what the point of the vehicle is.

The numbers you give the vehicle in the later steps should all reinforce the function.

A few questions you should answer:

1. **Who is the target market?** Is the vehicle a military design? A luxury craft? An economy model?
2. **What is the main selling point?** Is it really fast? Handles like a dream? Have extra space for people/cargo? Absolutely average?
3. **Is there anything unique about this vehicle?** Many time the answer is "no," but occasionally you'll have a vehicle that is special in some way.

2. Silhouette

Almost all of the characteristics of a vehicle are derived in some way from the silhouette, so that is the first number you need to figure out. There are several examples in the prior chapters that can be used to determine a starting point. For most small vehicles, silhouette should be easy to figure out. A hover-cycle is silhouette 1, a generic "car" is silhouette 2, etc. Things get a bit more iffy once the silhouette exceeds 5.

If you're either creating a capital ship from existing media or basing your own design off of an existing capital ship, using the crew and passenger numbers is a great way to estimate the silhouette.

For example, the USS *Daedalus* from *Stargate* has a crew of 200, plus room for a sizable number of passengers. Looking at the Occupants column of **Table II.1–1** on page 60 of the **Expanded Player's Guide**, that puts it at either a large silhouette 5 or small silhouette 6. Given the capabilities of the vehicle as well as the examples given in **Table II.1–1**, *Daedalus* would be a small silhouette 6 capital ship.

3. Control Skill

This is pretty easy, as there are only three control skills: Driving, Operating, and Piloting. Of course, per the Unorthodox Control Skills sidebar on page 59 of the **Expanded Player's Guide**, you can use other skills if more appropriate to the vehicle.

Driving is the default control skill for any ground- or water-based vehicle of silhouette 4 or smaller. It's the skill that relies on the drivers reflexes. Piloting is the control skill of choice for any air- or space-based vehicle that is silhouette 4 or smaller. Again, this skill relies on the reflexes of the pilot. Operating is the default control skill for any vehicle of silhouette 5 or larger. This skill relies on the

operator's ability to predict where the vehicle *will be* and their knowledge of the way large vehicles work.

Of course, Operating could be used for some smaller vehicles, as it's the "this vehicle requires a crew to operate" skill. Age of Sail ships that are silhouette 4 can require dozens of crew members to function properly, and thus Operating would be more appropriate than Driving.

If you are creating an animal-powered vehicle, like a chariot, wagon, or the like then Ride is the more appropriate skill to use.

4. Maximum Speed and Handling

Now we're getting into the nitty-gritty of making vehicles. Maximum speed and handling determine a lot of what the vehicle is capable of. Many vehicular maneuvers and actions, like Evade and Gain the Advantage, require a minimum speed. If your vehicle is supposed to be able to dogfight, it needs a maximum speed of 4 or 5!

When in doubt, the maximum speed of a vehicle should be 3, the average maximum speed. If your vehicle is slower than most, than a maximum speed of 2 is appropriate and if it is faster than most it should have a maximum speed of 4. Maximum Speeds 1 and 5 should be reserved for special cases. While a maximum speed of 1 is extremely slow compared to other vehicles, it is still faster than walking or riding a horse!

Maximum speed of 5 is where you'll find dedicated interceptors: small craft that prize speed over all else to get to their target fast. Maximum speed 1 is going to be reserved for super-heavy or super-awkward vehicles, like loading-dock exo-armors or tug boats. They aren't designed to go far and their power is more important the speed.

Handling represents the inherent responsiveness of a vehicle and its agility. A vehicle's handling rating is the number of □ (if positive) or ■ (if negative) added to any check to control the vehicle (Driving, Operating, or Piloting). And as such, it is best to keep it in the -2 to +2 range. Vehicles that add 3 or more dice to a dice pool should be few and far between.

Small vehicles (silhouette 4 and smaller) should default to 0 or +1. Extremely awkward vehicles like big-rigs and tanks can have a handling of -1. Vehicles known for superior handling, like motorcycles and high performance sports cars,

can fall in the +2 to +3 range. +4 handling should be reserved for top-of-the-line vehicles.

Large vehicles (silhouette 5 and higher) should default to -1 or -2. Extremely large and/or ungainly vehicles (mostly silhouette 7 and above) can fall in the -3 to -4 range since they tend to blast their way through obstacles instead of maneuvering around them. Having poor handling is not only on-point for large vehicles, but it becomes quite the cost savings, as well.

An important thing to remember about maximum speed and handling is their relation to operating skill checks. Per **TABLE III.2–14: Vehicle Speeds in Structured Encounter** on page 221 of the **Genesys** Core Rulebook, vehicles traveling at speed 3 or higher upgrade the difficulty of their control skill checks once (or twice, if current speed is 5!). Having a positive handling can help offset this penalty.

Another important factor in maximum speed is the availability of certain vehicle-only actions and maneuvers. Any vehicle that should be able to dogfight needs to have a maximum speed of 4 or 5, because the Gain the Advantage action requires a current speed of 4 or higher. And the evade maneuver requires a current speed of 3+, so even if the vehicle isn't fast enough to dogfight it could be fast enough to bob-and-weave.

5. Defense, Armor, HTT, and SST

Once you have the mobility figured out, it's time to move on to what I call protection (armor and defense) and superstructure (hull trauma and system strain thresholds). These are the main numbers used in combat encounters and tell you how tough a vehicles is. When designing a vehicle, remember that "*your vehicle shouldn't have any defense or armor unless it's designed for combat.*" (**Expanded Player's Guide**, page 60). Of course, in a setting where all spaceships have energy shields of some kind, a defense of 1 for non-combat ships won't be out of the ordinary.

Defense is usually used to represent energy shields of all kinds but could also be holofields, illusions, ablative armor and the like. Basically, anything that could cause an otherwise good shot to miss is represented by defense. Planetary scale defense, like personal scale, is between 1 and 4. In a setting where defense isn't common, default to no defense. 1 or 2 is good and 3 or 4 is top-of-the-line. If defense is common (as with most space opera and sci-fi with energy shields),

defense 1 is the base, 2 or 3 is "good" and the default for combat-oriented vehicles, and 4 is the best tech available.

There's not much to be added about deciding on the amount of armor your vehicle should have, so I'll let the **Expanded Player's Guide** tell you all you need to know:

> Smaller combat vehicles have 1 to 3 armor, while silhouette 4 or 5 combat vehicles might have 2 to 4 armor. The largest armored combat vehicles, with up to 5 to 7 armor, can seem almost invulnerable.

—**Expanded Player's Guide**, page 60

As far as hull trauma and system strain thresholds are concerned, **Table II.1—1: Vehicle Silhouettes and Suggested Characteristics** on page 60 of the **Expanded Player's Guide** give you a range of average thresholds for vehicles. Non-combat vehicles are usually found on the lower end, as they aren't designed to be shot at, while combat craft are usually on the upper end. Of course, a really sturdy civilian vehicle can have more HTT and/or SST than a bare-bones military craft. This is one of the best places to differentiate one vehicle from another. A more economical version of a vehicle could skimp on HTT and SST, while a "souped up" version could have more SST, for example.

6. Occupants, Encumbrance Capacity, & Consumables

Bigger vehicles usually have more room for, well, more of everything. But keep in mind the function of the vehicle. A cargo-hauler devotes as much room as possible to encumbrance capacity, while a cruise liner has a higher occupancy capacity.

One thing to keep in mind is that the occupancy is crew as well as passengers, and the bigger the vehicle the more crew is usually required. In future settings, automation can allow for a much smaller crew than what is found on modern-day vehicles, but there will almost always be a need for people to on-station. Most stations require at least 3 personnel to fully staff the station 24 hours a day. Modern merchant vehicles use a system that divides the day into six 4-hour watches. This means that, with three people on one station, you get one watch on, two watches off, one watch on, two watches off.

Of course, big-businesses like to run ships with a skeleton crew to minimize costs and maximize profits. Many modern-day merchant vessels (while silhouette 4 or 5) are run with crews as small as 20!

Of course, if you want redundancy—or if the watch station requires more than one person at a time—you'll need more than 3. In addition, combat vessels don't need to keep the weapons manned all the time, so there don't need to be 3 gunners per weapon system.

When in doubt, doing internet searches for crew numbers for modern or popular science fiction/space opera vehicles can give you a good starting point. But, when in doubt, grab a number from **Table II.1—1: Vehicle Silhouettes and Suggested Characteristics** and call it a day.

Consumables are just how long a vehicle can function between "fill ups." For modern and near-modern cars, that's fuel. For submarines, it includes air. Cruise liners require food. Space ships require food, fuel and air. Keep in mind the vehicle's function when determining its consumables budget. Warships should have weeks, if not months (depending on what era) while personal craft are usually in the hours or days category. As with everything, though, exceptions abound. A costal patrol craft that operates out of one specific harbor (water or space patrol, it doesn't matter) can have a days-long consumable since it's never far from its home port. Cruise ships needs a few weeks of consumables to make it from one side of the ocean (or planetary system) to the other.

7. Weapons

This is where a lot of fun can be had when building military weapons. Keep in mind the advice give in the prior chapter, Vehicular Weapons, when making weapons for your setting.

Military vehicles are very likely to have at least one weapon, if not multiple. But with a more free-form and less-exact system like **Genesys**, it can be difficult to know how many and what types of weapons to add to a vehicle. With no set limits in place, you could theoretically give a silhouette 2 vehicle 500 large laser cannons! And the rules won't stop you!

So with that in mind, the following restrictions are a great starting point:

Any vehicle of silhouette 5 or smaller cannot have more weapon *systems* then its silhouette. A "weapon system" is defined as one weapon profile. As an

example, the World War II-Era Fighter Plane on page 71 of the **Expanded Player's Guide** has "Multiple wing-mounted heavy machine guns" as one weapon *system*. It's probably 2 or 4 distinct weapons, but they act as one, so they are considered one weapon system.

Any vehicle of silhouette 6 or larger cannot have more weapon *batteries* than its silhouette. Once vehicles hit silhouette 6, you're dealing with massive vehicles that count dozens, if not hundreds, of weapons. A weapon battery is defined as a group of up to 15 identical weapons. Weapon batteries are mostly used with the Blanket Barrage and Concentrated Barrage actions (found on page 228 of the **Genesys** Core Rulebook). The three-masted frigate, found on page 331 of the **Genesys** Core Rulebook has "15 starboard and 15 port 24-pounder cannons." The 15 port cannons are one weapon batter yand the 15 starboard cannons are a second weapon battery.

As with all things, the 15-weapons-per-battery guideline is just that: a guideline. More military-minded governments might have 20 or even 25 weapons per battery. But 15 is a good starting point. Also important to keep in mind is that each weapon needs purchasing, so having a lot of weapons is going to be expensive!

8. Price and Rarity

Once the base vehicle is created, you need to figure out a price and rarity for your vehicle.

Vehicle Price

With all the decisions made up until now on armor, max speed, etc you can easily add up all the prices from tables II.1–2 through II.1–4, but don't include weapon prices (they are added next). Then multiply the total by the number shown in the Price Modifier column of **Table II.1–1: Vehicle Silhouette and Suggested Characteristics** on page 60 of the **Expanded Player's Guide.**

Once you have that price, add in the cost of all weapons. This is done to make sure that all weapons cost the same, no matter the size of the vehicle it's mounted on. A particle cannon mounted on a silhouette 3 fighter is the same weapon—and thus same price—as the same particle cannon mounted on a silhouette 7 battlecruiser.

This is the base price of the vehicle. Of course, that's not always going to be the final price. With the price lists as they are, you'll notice that a tour bus, a submarine, and a space freighter can all cost the same! That's because the prices are based on the numbers alone, not the function. Driving on the ground and flying through space are the same price.

Because of this, you should introduce a hidden "function modifier" to the price of your vehicles. In a modern day setting, ground- and water-based vehicles are the price as listed. But double price for an aircraft and triple (or even quadruple!) for space-based craft because they are so expensive compared to a car.

In a more sci-fi setting where space travel is a bit more common, the aircraft multiplier might be x1.5 and the spacecraft multiplier might only be 2x. If you're in a space opera setting where personally owned spacecraft is a thing, then the aircraft multiplier could be x1.25 and the space multiplier could be only x1.5.

Of course, if you're playing in a military game where price doesn't matter and the player characters are just given the equipment, you don't need to worry about the price or rarity!

Vehicle Rarity

The most nebulous number of all, rarity determines how easy or difficult it is to locate and acquire the vehicle. The **Genesys** Core Rulebook has a nice table on page 82 that can help you figure out how rare you want your vehicle to be.

My rule of thumb is to figure out how difficult I want it to be to acquire, based on **Table I.5–1: Rarity**, and use the lower number. This allows for it to be easier to find in a major center of commerce (based on **Table I.5–2: Rarity Modifiers** found on page 83 of the **Genesys** Core Rulebook). If I want it to be just as difficult in a "normal" place as in a major trade hub, I'll use the higher rarity number for that range.

For example, an average car should be easy to find, so I'd give it a rarity of 2. In a major city/trade hub, the –1 rarity modifier means there's no difficulty dice if the GM decides a Negotiation check is needed. Most military vehicles should have a rarity not too far removed from their silhouette. A silhouette 8 warship, for example, should have a rarity of 8 or 9, while a silhouette 3 APC could have a rarity as low as 5.

Related to rarity is the idea of restricted vehicles. Restricted vehicles are found on the black market (except for those who have a reason to own them) and use Streetwise instead of Negotiation when trying to find a seller. See the "Black-Market Items" sidebar on page 83 of the **Genesys** Core Rulebook for more information.

9. Special Rules

This is the catch-all part of creating your vehicle, where you add things that set this particular vehicle apart from others like it. Special rules that provide a benefit increase the cost of the vehicle by 10% and special rules that provide a detriment reduce the cost of the vehicle by 10%. The **Expanded Player's Guide** has the following examples of special rules:

- **All-Terrain:** This vehicle is particularly adept at navigating difficult terrain. When making a Driving, Piloting, or Operating check to direct the vehicle, your character may remove ■■ added to the check due to terrain.
- **Bombing Run:** The gunner may pick a point on the ground beneath the vehicle, then spend an action and perform a **Hard (♦♦♦) Gunnery check**. If the check is successful, all characters and vehicles within medium range of that point suffer a hit dealing 15 damage, plus 1 damage per ☼. The gunner may spend ⮝ or ⊛ to inflict a Critical Hit or Critical Injury on one vehicle or character affected by the bombing run, and may do so multiple times, selecting a different character or vehicle each time. At your GM's discretion, the bombing run may also destroy structures, shatter the landscape, or do other damage. Once this vehicle has made a bombing run, it cannot do so again until it has returned to base and has been reloaded with bombs.
- **Resilient:** This vehicle is particularly durable, perhaps due to the materials used in its construction or because of redundant systems and solid design. When this vehicle suffers a Critical Hit while your character is operating it, you may spend a Story Point to roll a second result and choose the result you prefer.
- **Massive:** This vehicle is huge and unlikely to be destroyed by a single lucky hit. When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 2 higher. (Note: this rule is specifically designed to make the very largest vehicles less likely to be destroyed by a few well-rolled Critical Hits. Only give it to vehicles of silhouette 7 or higher.)

- **Ram:** When this vehicle deliberately collides with another ship (see page 222 of the **Genesys** Core Rulebook), the other ship suffers 8 damage to its hull trauma threshold and adds +40 to the Critical Hit result it suffers. This vehicle reduces the results of the Critical Hit it suffers by –20.
- **Spikey Bits:** When this vehicle is involved in a collision (see page 222 of the **Genesys** Core Rulebook) all other vehicles and characters involved in the collision add +30 to the results of any Critical Hit or Critical Injury they suffer.
- **Vulnerable:** This vehicle is particularly vulnerable to incoming fire. All successful combat checks targeting the vehicle add ⩓⩓ to the results.

While those special rules all add mechanical benefits to the vehicle, some may add narrative benefits. The first example is for a setting where interstellar travel isn't the default: vehicles need to specify that the ship is interstellar capable. The second example is for a setting where active cloaking devices exist.

- **Stardrive-equipped:** This vehicle has a stardrive and can travel between star systems.
- **Cloaking Device:** once per round as a maneuver, a pilot my engage or disengage the cloaking device. When engaged, the vehicle cannot be detected by any means but may not use any weapons.

You can even make special rules that add a benefit as long as a specific system isn't compromised (see the "Vehicle Components" sidebar on page 221 of the **Genesys** Core Rulebook). The first example is for a humanoid mecha, showcasing its improved agility due to having legs instead of wheels or tracks. The second example is great for a prototype shield generator. The last example is great for any ship who's shields are more along the "absorbs damage" type instead of the "deflects damage" assumed with a Defense rating.

- **Bipedal:** As long as the mecha's propulsion isn't compromised, it ignores the speed requirement for the Reposition maneuver.
- **Reinforced Shields:** As long as the vehicle's Defense isn't compromised its armor gains the Reinforced quality.
- **Heavy Shielding:** As long as the vehicle's Defense isn't compromised a controller can cause the vehicle to suffer 1 system strain to perform the Brace for Impact maneuver as an incidental. This doesn't count as part of the vehicle's maneuver limit.

You can even take an existing special rule and tweak it:

- **Massive:** This vehicle is huge and unlikely to be destroyed by a single lucky hit. When making an attack targeting this vehicle, the Critical rating of any weapons used counts as 1 (if this vehicle is silhouette 5 or 6) or 2 (if this vehicle is silhouette 7 or larger) higher.

Because special rules are so setting specific (see the stardrive options above for a prime example) it's difficult to come up with a comprehensive list. Just use your imagination and have fun! But also keep in mind that not all vehicles need (or should have!) special rules.

Example 1: Battle Mecha

Now that we have a good grasp on what each number means and how to decide what that number should be, let's go through the steps to create a vehicle.

Function

For my example vehicle, I want to make a quick and agile humanoid mecha. Something light and (hopefully) cheap that avoids danger more than survives it.

Silhouette

For my mecha, I don't want it to be too big, but bigger than a car. So I'm going to make it silhouette 3 (standard size for fighter craft so it fits).

Silhouette 3 means the final multiplier is x1, so no change in price.

Control Skill

As this vehicle is ground-based, the control skill is Driving.

Max Speed & Handling

Because mecha can't run as fast as a sedan can drive, I'm giving the mecha a Max Speed of 2. But, because it's a nimble vehicle (per the function, above) I give it a Handling of +2.

The Max Speed increases the price by 1,000 and the Handling of +2 increases the price by 2,000.

Defense, Armor, HTT, SST

In the setting I'm building the mecha for, energy shields are the norm for any military vehicle, so it has a Defense of 2. Being a "small combat vehicle", the **Expanded Player's Guide** suggests an armor value between 1 and 3. As the function is more about avoiding damage than surviving it, I'm going to give it 1 armor.

The Defense 2 increases the price by 1,000 and the armor 1 increases the price by 2,500.

Silhouette 3 vehicles have a suggested HTT between 10 and 20 and a SST between 10 and 16. Seeing as how it's a nimble vehicle and not a robust one, I'm going to put the HTT at 10 and SST at 14. The higher SST is so it can use more maneuvers before running out of system strain.

The combined HTT and SST increases the cost by 2,200.

Occupants, Encumbrance Capacity, & Consumables

The mecha obviously has room for 1 pilot, but I envision the cockpit being big enough to cram a second person inside in case of emergency. So occupancy is 1.

The encumbrance capacity should be enough to carry emergency gear for the pilot, so we'll call 15 encumbrance. This should allow it to carry a small arm, basic armor, and perhaps a tent or other survival gear.

While the default 6 hours of consumables makes sense for a vehicle like this, I'm going to increase it to one day. This allows the mecha to do a longer-term patrol of its combat area.

The one pilot doesn't change the price of the vehicle, but the encumbrance increases the price by 100, and the consumables increases the price by 10.

Weapons

Because this is a humanoid mecha, I am going to give it a Mecha Punch weapon to represent the mecha punching its target.

Damage 2 is about right for a light mecha, Brawl skill, Engaged Range, Accurate 1, crit rating of 4 (punching isn't a good way to cause long-lasting damage). I'm adding Accurate 1 to help represent the agile function of the mecha.

Going off of the price table on page 199 of the **Genesys** Core Rulebook, we get the following price for the punch:

- Damage 2 = 0 cost
- Crit 4 = 50 cost
- Accurate 1 = 50 cost
- Brawl skill = 50% cost

This gives us a base cost of 50 currency. Then we multiply it by 10 because it's a planetary scale weapon for a final cost of 500 currency.

in addition to punching, the mecha needs a gun. I'm thinking an explosive, dumb-fire rocket launcher. Per the guidelines in the weapons chapter (see page 17), I'm going to give it a damage of 3. And, because I can't think of a good reason otherwise, the crit rating is also 3. Because it's an explosive weapon, Blast 2 seems appropriate. Being a main weapon, I'm going to give it a long range.

- Damage 3 = 0 cost
- Crit 3 = 150
- Long Range = 300
- Blast 2 = 200

This is a base cost of 650 currency, multiplied by 10 for planetary scale for a total cost of 6,500.

The two weapon profiles end up looking like this:

- **Mecha Punch!** Brawl; Damage 2; Crit 4; Range (Engaged); Accurate 1
- **Rocket Pod:** Gunnery; Damage 3; Crit 3; Range (Long); Blast 2

Both weapons have a combined cost of 7,000.

Price and Rarity

Now that all the base components of the mecha have been decided, the base price can be determined. In addition, because it's a combat vehicle, I will set the rarity at 6—the same as that of tank.

Special Rules

Now that the base cost has been determined, it's time to decide on any special rules.

I'm going to give the mecha the following special rules:

- **Bipedal:** As long as the mecha's propulsion isn't compromised, it ignores the speed requirement on the Reposition maneuver.
- **Evasive:** Once per round, the pilot may cause the mecha to suffer 1 system strain to perform the Evade maneuver as an incidental. This doesn't count as part of the maneuver limit and ignores the Speed requirement as long as the mecha's propulsion isn't compromised.

The mecha has one special rule that is shared among all mecha as well as one special rule specific to the evasiveness of this specific mecha. The two special rules increase the cost of the mecha by 20%, a 1,762 price increase.

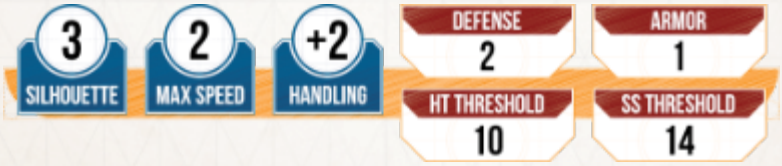
TABLE 5-1: BATTLE MECHA COST

CATEGORY	PRICE
Max Speed	1,000
Handling	2,000
Defense	2,500
Armor	900
HTT	1,300
SST	1,300
Occupants	0
Enc. Capacity	100
Consumables	10
Silhouette Modifier	x1
SUB-TOTAL	8,810
Special Rules	+20%
SUB-TOTAL	10,572
Weapons	7,000
TOTAL	17,572

This gives a total price for the evasive mecha as 17,572 currency.

Combat Mecha

The combat mecha are the mainstay military vehicle, supplanting tanks as the most-seen combat unit for almost a generation.



Control Skill: Driving
Compliment: 1 Pilot
Passenger Capacity: None
Consumables: 1 Day
Encumbrance Capacity: 15
Price/Rarity: 17,572/6
Weapons:

- **Mecha Punch!** Brawl; Damage 2; Crit 4; Range (Engaged); Accurate 1
- **Rocket Pod:** Gunnery; Damage 3; Crit 3; Range (Long); Blast 2

Special Rules:

- **Bipedal:** As long as the mecha's propulsion isn't compromised, it ignores the speed requirement on the Reposition maneuver.
- **Evasive:** Once per round, the pilot may cause the mecha to suffer 1 system strain to perform the Evade maneuver as an incidental. This doesn't count as part of the maneuver limit and ignores the Speed requirement as long as the mecha's propulsion isn't compromised.

EXAMPLE 2: COMBAT FRIGATE

While the last vehicle was a one-person combat vehicle, this example is going to be a sub-capital ship that you'd encounter as the mainstay of a star-faring civilization's military.

FUNCTION

The function of this frigate is to blow up other military vessels while not getting blown up itself.

SILHOUETTE

Because sub-capital ships fall in the silhouette 5 to 6 range, I'm going to make this one a bit bigger so I can showcase installing weapons batteries. Therefore, the silhouette is 6.

Silhouette 6 means the final multiplier is x10.

Control Skill

Because of the complexities of a ship this size, the control skill is Operating.

Max Speed & Handling

Because this frigate is larger than most of its class, I think that max speed 2 is called for. And, as a large ship, I'm going to set handling at -3. This means that the ship won't be doing any fancy flying, it'll just go straight and shoot anything that gets in its way.

The Max Speed increases the price by 1,000 and the Handling of –3 decreases the price by 2,000.

Defense, Armor, HTT, SST

Because the setting this frigate is in has faster-than-light travel, I'm going to assume that energy shields are common, too. So I'm giving it a Defense of 3. Going off of the suggestion on page 60 of the **Expanded Player's Guide**, I'm going to give the frigate 5 armor.

The Defense 3 increases the price by 3,000 and the armor 5 increases the price by 50,000.

Silhouette 6 vehicles have a suggested HTT between 70 and 100 and a SST between 45 and 60. Being a warship, I'm going to give it a HTT of 80 and a SST of 50. It's big and can take a beating, but it can't take too much strain.

Because of the high HTT and SST, I'm going to explain a bit on how to figure out the price, since it can get a bit hard to follow.

Each vehicle starts with 1 HTT and 1 SST. Each point between 2 and 50 costs 100 currency. Since the SST of this frigate is exactly 50, that costs 4,900 (49 extra SS at 100 per point). The HTT, being 80, means that the first 50 points cost 4,900 currency. Each additional point, from 51–80, costs 1,000 each. That's 30 more points of HTT at 1,000 each, or 30,000. Add that to the initial of 4,900 for the HTT and the total 4,900 for SST and the total cost of HTT and SST is 39,800.

Occupants, Encumbrance Capacity, & Consumables

Going off of **Table II.1–1** the occupants is between 400 and 1,000. I'm going to arbitrarily pick 600 for crew and potential passengers (probably limited to a dozen or two).

While most ships of this size are suggested to have between 500 and 2,000 encumbrance capacity, military ships usually have a lower capacity since the primary function isn't transportation. I'm going to give it an encumbrance capacity of 200 (the lower end of average silhouette 5).

The modern frigate on page 69 of the **Expanded Player's Guide** has a consumables of 2 months. I see no reason to not use that, considering this is supposed to be a slightly-bigger space analogue.

The occupant capacity of 600 increases the price by 25,000. The encumbrance capacity of 200 increases the price by 5,000. The consumables of 2 months increases the price by 4,000.

Weapons

The main reason for this example is to showcase weapon batteries, so we're going to add a few weapon batteries!

The main weapon is going to be a heavy beam laser. In my mind, a beam laser fires a coherent beam instead of an distinct energy bolt or ball. This makes it easier to adjust tracking mid-firing sequence. It also means that there's the possibility for more energy to be concentrated on one point, causing more serious harm to the target.

Per the suggestion on page 18, damage for this kind of weapon is between 5 and 9. I'm going to choose 8. Because of the coherent beam of energy, I'm going to give it a crit rating of 3: nothing special either way. Due to the intense energy requirement for the weapon, the range drop-off is a lot shorter than normal for its calibre, giving it a range of Long. As for qualities, Accurate 1 makes sense for the coherent beam, as well as Breach 1. To bring the cost down a bit, I'm going to add Slow-Firing 1 (it takes some time for the capacitors to recharge).

This gives us the following weapon profile:

- Damage 8 = 500 cost

- Crit 3 = 150 cost
- Accurate 1 = 50 cost
- Long Range = 300 cost
- Breach 1 = 100 cost
- Slow-Firing 1 = -75 cost

This gives us a base cost of 1,025 currency. Then we multiply it by 10 because it's a planetary scale weapon for a final cost of 10,250 currency each.

But this is a weapon *battery*, so we need more than one weapon. Because it's designed to work with others of its kind, I'm going to give it 10 per battery. One port battery and one starboard battery. That's a total of 20 weapons for a total cost of 205,000 currency. Two batteries take up 2 of the 6 suggested weapon systems (one per point of silhouette, remember; see page 27).

I also want there to be a bit of strike craft protection, so a closer-range defensive weapon. This is going to be called a dual light laser cannon (this shoots the more traditional packets of energy).

Damage 2 (as most strike craft have no more than 2 armor) and a range of Medium. As a defensive weapon—and one to be used with the Blanket Barrage action—it doesn't need a low critical rating. So I'm giving it a crit rating of 5. To go with the "dual" name, I give it Linked 1.

- Damage 2 = 0 cost
- Crit 5 = 0 cost
- Linked 1 = 200 cost
- Medium Range = 100 cost

This gives a base cost of 300, multiplied by 10 for planetary scale and each weapon costs 3,000. Again, this is going in a battery, so we need more than one weapon. I want to have light protection, so 4 on the port side and 4 on the starboard side. With a total of 8 weapons, that's 24,000 currency total.

The weapon profiles end up looking like this:

- **15 port-side heavy beam laser** Gunnery; Damage 8; Critical 3; Range

(Long); Accurate 1, Breach 1, Slow-Firing 1

- **15 starboard-side heavy beam laser** Gunnery; Damage 8; Critical 3; Range (Long); Accurate 1, Breach 1, Slow-Firing 1
- **4 port-side dual light laser cannon** Gunnery; Damage 2; Crit 5; Range (Medium); Linked 1
- **4 starboard-side dual light laser cannon** Gunnery; Damage 2; Crit 5; Range (Medium); Linked 1

All weapon batteries have a combined cost of 229,000! Military vehicles can expensive quite fast when you start piling on the weapons!

TABLE 5-2: FRIGATE COST

CATEGORY	PRICE
Max Speed	1,000
Handling	–2,000
Defense	3,000
Armor	50,000
HTT	34,900
SST	4,900
Occupants	25,000
Enc. Capacity	5,000
Consumables	4,000
Silhouette Modifier	x10
SUB-TOTAL	1,258,000
Special Rules	+0%
SUB-TOTAL	1,258,000
Weapons	229,000
TOTAL	1,487,000

Price and Rarity

Now that all the base components of the frigate have been decided, the base price can be determined. In addition, I am setting the rarity at 8.

Special Rules

Now that the base cost has been determined, it's time to decide on any special rules. However, as this vehicle is intended to be nothing special, there are no added special rules.

This gives a final cost of 1,487,000 for the frigate.

Combat Frigate

This ubiquitous frigate can be found in the navies of any polity that spans multiple star systems.

Control Skill: Operating
Compliment: 600 crew
Passenger Capacity: 30
Consumables: 2 months
Encumbrance Capacity: 200
Price/Rarity: 1,487,000/8
Weapons:

- **15 port-side heavy beam laser** Gunnery; Damage 8; Critical 3; Range (Long); Accurate 1, Breach 1, Slow-Firing 1
- **15 starboard-side heavy beam laser** Gunnery; Damage 8; Critical 3; Range (Long); Accurate 1, Breach 1, Slow-Firing 1
- **4 port-side dual light laser cannon** Gunnery; Damage 2; Crit 5; Range (Medium); Linked 1
- **4 starboard-side dual light laser cannon** Gunnery; Damage 2; Crit 5; Range (Medium); Linked 1

Special Rules: None

Using Vehicles in Your Games

Now that you have a better understanding of what vehicles are and how to make them, it's time to discuss how—and when!—to use them in your games.

Most of the time it's obvious when something is a vehicle versus a piece of personal scale gear. A submarine is a vehicle while a flashlight isn't. An 18-wheeler is a vehicle while a backpack isn't. But what about the fuzzier in-between items? A skateboard and a bicycle help your character move faster…is that a vehicle? A suit of powered armor lets your character lift things they couldn't otherwise…is that a vehicle?

The answer to these questions is a lot easier than you'd think! A simple litmus test is to ask yourself one question:

> "Can a person reliably hurt it by punching it?"

—Discord user Digital APEX

If you answer, "yes" to that question then it's not a vehicle. While this is a simplification, it's a good starting point because the defining aspect of any vehicle is that it operates on planetary scale. That means that 1 planetary scale damage is equal to 10 wounds. That means that a weapon that does 1 planetary scale damage will do 20 wounds to a character if the combat check has only one net ☼. It also means that 1 point of armor reduces personal scale damage by 10, thus making it immune to small-arms fire.

There are other ways to tell if it should be a vehicle or not, as well. For example, vehicles are *tools* used for a purpose. They cannot make skill checks unaided. Thus a kraken (**Expanded Player's Guide** page 87) is not a vehicle; even though it's silhouette 5 it still operates at personal scale. It does have an ability that lets it interact with planetary scale targets, though, to showcase how dangerous it is.

Some things that seem like they should be vehicles aren't when you apply the planetary scale test. Does the weapons turn all characters hit by it into a fine red mist? Does it shrug off weapons fire? If yes, then it should be a vehicle and use the vehicle rules. If not, then look to personal gear.

Most of the difficult decision points fall in the silhouette 2 to 3 area. Is powered armor personal scale armor or is it a vehicle? Well, page 155 of the **Genesys** Core

Rulebook has Admiral Arthur's Astounding Amplimotive Armor which is personal scale armor that makes its wearer silhouette 2. On page 66 of the **Expanded Player's Guide**, however, we have the tactical strider, which is a silhouette 2 "*pilotable humanoid mech*" that is planetary scale. Using the above metrics we can tell which is used for what purpose. Admiral Arthur's armor is personal protection while the tactical strider is designed to turn a person into a light combat vehicle.

In this chapter we'll discuss using vehicles as minion groups, having vehicle conflicts in the background, an optional rule to bring the attachment system for weapons and armor to vehicles, and a collection of vehicle-specific talents.

Minion Vehicles

At the end of the day, vehicles are nothing more than equipment. Normally, minions are groups of *characters* and not *vehicles* there's nothing stopping you from putting minions behind the controls of a group of vehicles.

Minion groups work best in strike craft: silhouette 3 or smaller vehicles that a pilot and possibly a co-pilot/gunner. Silhouette 4 and larger vehicles have multiple crew: a pilot, a gunner, an engineer/mechanic, possibly a captain using social skills/talents/abilities to boost the crew.

Making a squadron of vehicles into a minion group has three simple steps:

1. Restrict the group to one action and one maneuver on their turn (just like minions)
2. Ignore SST: anything that would cause a vehicle to suffer system strain instead goes straight to its hull trauma
3. Reduce the hull trauma threshold of the vehicle in half (up to a maximum of 5 HTT)

Silhouette 2 and 3 vehicles have roughly the same HTT as a player character has (starting) WT. Because minion characters usually have a WT between 2 and 5, reducing the vehicle HTT in half gets you in that range. If their HTT is greater than 10, it's capped at 5 to avoid having too much HTT per minion.

After that, just use the standard minion rules found on page 132 of the **Genesys** Core Rulebook.

Large-Scale Engagements

In many stories that include vehicles there are large-scale battles happening in the background with the main characters taking a vital role in the engagement. From submarine hunting during World War II to epic battles of two opposing space fleets over a desolate world, large-scale battles are a staple of fiction. How, then, does a GM incorporate these into their game?

The easiest way is to not worry about them. They're in the background until it becomes important. It doesn't matter that there's a fleet of battleships on the surface when the PCs are in their submarine stalking their prey. It doesn't matter if gigantic battlecruisers are duking it out with their broadsides when the PCs are zipping in and out in their fast corvette, trying to run the blockade.

As the GM, describe what's happening in the background as just that: stuff in the background. "As you fly your spaceship among the larger cruisers you see them shooting each other, trying to make a whole in the other's front lines."

Only when that background becomes important do you bring it to the foreground. And even then, try to make it about the player characters and not the adversaries crewing the enemy ships. Continuing the example above, the PCs need to fly their ship between two battlecruisers firing their broadsides at each other. Call for a Dangerous Driving check from the pilot; failure means they get hit by one of the weapons and suffers a Critical Hit as if the vehicle suffered a minor collision (see page 222 of the **Genesys** Core Rulebook). If they generated a ⊗ on the check, spend that to make it a *major* collision instead.

Perhaps the PCs call for the assistance of a larger ship to help them. That sounds like a great narrative use of a Story Point, either to declare they get the help they need or as the justification of upgrading a check.

The main point here is simple: treat large-scale conflicts as background elements and only bring them into play when dramatically necessary. There's no need for the GM to take a turn for every vehicle in the engagement. That would take up time that would be better spent on the player characters.

Optional Vehicular Attachments

One of the biggest complaints many people have with the current vehicle rules is the lack of customizability. A player can add attachments to their weapons and armor, but a hot-shot pilot isn't able to trick out their ride? This section brings

the attachment optional rule found starting on page 206 of the **Genesys** Core Rulebook to vehicles!

If you use this optional rule, all vehicles start with four hard points. While it may seem odd that bigger vehicles don't get more hard points, keep in mind that the bigger the vehicle, the more space each hard point takes up. Optional rules can be used to modify the total number of hard points a vehicle has. For example:

PLANETARY SCALE HARD POINTS

While they share the same name as the personal scale hard points used for personal scale weapons and armor it's important to remember that these hard points are planetary scale. This means that they are not compatible with any hard point options available to personal gear and vice versa

- **Customizable:** This vehicle has an additional 2 hard points (+10%)
- **Base Model:** This vehicle has 2 less hard points (–10%)

Adding vehicle weapons is easy: one hard point can hold one additional weapon (or weapon battery, depending on silhouette). Use the normal rules for creating vehicular weapons instead of the following rules.

Making Attachments

Creating attachments for vehicles isn't any harder than making them for personal weapons or armor:

1. Determine the attachment's capsule
2. Determine the mechanical benefit and drawbacks
3. Calculate the cost of said modifications
4. Determine final cost and Rarity

1. Determine Capsule

Each and every attachment needs a capsule, just like the vehicles the attachment is meant to modify. This capsule not only helps to decide what mechanics to use but also acts as the description of the attachment for your players.

A capsule doesn't need to be more than two or three sentences in length.

2. Determine Mechanics

Once you know what your attachment does you can translate that into game mechanics. Does it add protection to the vehicle? Then a +1 Defense or Armor is appropriate. Is it an update to the reaction control systems? Then a +1 Handling is called for. Does it add redundant systems and extra bypasses? Then an increase in SST makes the most sense.

Also, part of this step is deciding if there's a silhouette restriction. Maybe a shield generator that grants Defense 3 is restricted to silhouette 5 and larger. Or only small craft (silhouette 4 or or less) can get any benefit from additional engines that increase max speed.

3. Calculate Base Cost

Once you know what it does and how it does it, it's time to figure out the base cost. With the wide variety of options and silhouettes available, there's a lot of guesswork involved in this step. Per tables II.1–2, II.1–3, and II.1–4 (**Expanded Player's Guide**, pages 60–62) all the options have a flat cost depending on what the number is. In order to account for this variable price, use your best judgement and start with the average number as your baseline.

For example, if you're creating an attachment that increases max speed by 1, it would cost 2,500. The average max speed is 3, so to increase from 3 to 4 is 2,500 currency.

If you want the attachment to have a downside be sure to include that adjustment in the price. For example, if you're making an attachment that increases the vehicle's maneuverability but requires more power, that's a +1 to Handling and a –3 to SST. Handling is unique in that the price difference between –1 and 0, 0 and +1, and +1 and +2 are all 1,000. This makes it easy to use that number as the base cost. The reduction of 3 SST is –300 currency (100 per point of threshold). 1,000 for the increased Handling minus 300 for the reduced SST means the base cost of the attachment is 700 currency.

4. Determine Final Cost and Rarity

Once you have the base cost, multiply it by 3 to 5. This follows with the personal scale attachments found in the **Genesys** Core Rulebook. This price adjustment is

to represent the difficulty of adding things on after-the fact (factory-made is easier and cheaper!). As the GM, use x3 if you want the attachment to be easily acquired, x5 if you wish it to be less common. Otherwise, use x4.

Of course, this cost is based on the assumption of a smaller vehicle—silhouette 2, 3, or 4. Before a player character can purchase the attachment it needs to be of the right size, so multiply the final cost by the Price Modifier column found on **Table II.1–1: Vehicle Silhouette and Suggested Characteristics** found on page 60 of the **Expanded Player's Guide**.

After that, decide upon the right rarity number using the suggestions found in the weapons and vehicle creation rules earlier in this book.

Vehicle-Specific Talents

No self-respecting **Genesys** character who loves and cares for their vehicle is going to be without a few talents to make them even better with their vehicle! Below is a selection of talents to improve your character's ability to use, fix, or otherwise interact with vehicles.

Tier 1

Born Behind the Wheel

Tier: 1
Activation: Passive
Ranked: No

When your character performs the Accelerate or Decelerate maneuver the vehicle suffers a number of strain equal to the speed changed minus 2, instead of the normal minus 1. The system strain suffered cannot be reduced below 0.

Mechanical Acumen

Tier: 1
Activation: Passive
Ranked: Yes

When your character succeeds on a Damage Control action to repair hull trauma or system strain, increase the amount repaired by their ranks in Mechanical Acumen.

Tier 2

Smooth Operator

Tier: 2
Activation: Active (Incidental)
Ranked: No

Once per turn when your character is controlling a vehicle, you may spend ⮝ once to have the vehicle recover 1 system strain.

Tier 3

Watch This!

Tier: 3
Activation: Active (Incidental)
Ranked: No

Once per turn when your character is controlling a vehicle of silhouette 5 they may have the vehicle suffer 2 system strain to use this talent. Until the end of the their turn, the vehicle is considered silhouette 4 for the purposes of the Evade vehicle maneuver.

Tier 4

I Have You Now

Tier: 4
Activation: Active (Incidental)
Ranked: No

Once per encounter, after your character succeeds on a Gain the Advantage action you may spend a Story Point to use this talent. If you do so, your character may make a ranged combat check against their target as a maneuver using one of the vehicle's weapons.

It's not as Bad as it Looks

Tier: 4
Activation: Active (Incidental)
Ranked: No

Once per session, when your character succeeds on Emergency Repairs (see the sidebar on page 222 of the **Genesys** Core Rulebook) you may use this talent to reduce the hull trauma of the ship to be a number of points below its threshold equal to its silhouette. In addition, you may spend  or to repair a component.

Tier 5

Size Matters

Tier: 5
Activation: Active (Maneuver)
Ranked: No

Once per round, when your character is controlling a vehicle targeted by a ranged combat check they may have the vehicle suffer 2 system strain to reduce the vehicle's silhouette by 1 for purposes of the combat check difficulty.

Fur-Ball Confusion

Tier: 5
Activation: Active (Action)
Ranked: No

When controlling a vehicle your character may target one other vehicle in the scene that is within medium range. You then make an **Opposed control skill vs control skill check**. If you succeed, the target vehicle suffers a minor collision with a nearby object. You may spend ⩓⩓⩓ or ⚙ to make it a major collision.

You may spend ⚙⚙ to have them collide with another vehicle, and both suffer the same severity of collision.

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