DOGFIGHT RULES

by: Chris Ing
www.silzeropodcast.com

When two fighters engage, a "mini-initiative is rolled", either cool or vigilance, to see who goes first. The winner of the roll is the ATTACKER, the other is the DEFENDER. Each has three action options.

ATTACKER

SHOOT - Roll GUNNERY against the target.

CORNER - Roll PILOTING against the target. If successful, the attacker makes Gunnery check using a standard check.

DISENGAGE - May choose to not fight this particular fighter if they are pursuing another objective or wish to escape.

DOGFIGHT PROCEDURE
1. Roll micro-initiative (Vigilance or Cool).
2. DEFENDER choses their defense style.
3. The ATTACKER chooses their attack action.
4. Compare the skills for each choice. ATTACKER rolls an OPPOSED ROLL.
5. Players and GM resolve the roll.

ATTACKER	DEFENDER
SHOOT - GUNNERY	RETURN FIRE - GUNNERY
CORNER - PILOTING	TAUNT - COOL
DISENGAGE - No skill, leave dogfight	EVADE - PILOTING

DEFENDER

RETURN FIRE - Use GUNNERY skill as defense. If the attacker rolls three threats (⚙⚙⚙) or a Despair (▽) the defender may take a standard Gunnery check.

TAUNT - Use COOL skill as defense. If the attacker rolls rolls three threats (⚙⚙⚙) or a Despair (▽) the defender can choose to force the attacker to use a SHOOT action on their next attacker turn.

EVADE - Use PILOTING skill as defense. If the attacker rolls three threats (⚙⚙⚙) or a Despair (▽), the Defender may DISENGAGE.

EXAMPLE:
Click, Ace Hotshot, wins the micro-intiative. He wants to CORNER the TIE PILOT. The TIE PILOT wants to RETURN FIRE.

Click rolls PILOTING against GUNNERY. Click wins, and gets to do a GUNNERY check using the standard rules.

The TIE barely survives, and decides they want to SHOOT. Click wants to defend by TAUNTING them.

The TIE rolls GUNNERY against COOL. The TIE gets a success, but three threats. Click takes damage, but the TIE can only SHOOT on their next attack turn, as Click has infuriated them.

It doesn't matter, because Click uses a SHOOT against the TIEs EVADE (GUNNERY vs PILOTING), and succeeds, destroying the TIE.