

CORIOLIS HOUSE RULES

SPACE COMBAT AND CRAFT

MINES

Detection

Mines differ from standard weapons in that they must be detected before they can be attacked. Deployed mines automatically have the lowest initiative in the round but cannot be fired at until they are discovered with a sensor test.

Detecting a mine requires a sensor test, **DATA DJINN** modified by the Signature of the target. Mines have Signatures of -2.

Mines will not activate against the ship that launched them, nor any ship specifically identified as allied to that ship. They can sometimes be fooled into believing an enemy ship is an ally, via a meme attack.

Add this option to the Sensor Phase options (p.169):

- **Pulse and Meme Attacks**

This action can also be used to launch a meme to fool deployed mines into believing your ship is an ally of the one that launched them, rendering them harmless. The **DATA DJINN** test is modified by the mine's Signature of -2.

EP COST: 1+ (Each additional EP spent allows the roll to affect an additional mine in the same segment as the target mine)

Add these options to the Attack Phase options (pp.169-170):

- **Fire Weapon System**

Can target detected mines, as well as torpedoes. Firing without a target lock gives the gunner -2 to their roll, as usual. A successful **RANGED COMBAT** test automatically destroys the mine.
EP COST: 1

- **Deploy a Mine**

Mark down the segment in which mines have been deployed with a marker, including how many mines have been deployed. Any hostile ship entering the segment will be attacked by the mines.

If triggered, each mine makes an attack using the **RANGED COMBAT** ability of the gunner that deployed it, and ignoring the need for a target lock.

EP COST: 0 or 1+ (Each additional EP spent allows deployment of an additional mine, up to a maximum of 4 mines).

- **Defensive Fire**

This works just like the usual action, except that the enemy is not considered to have any bonus for a target lock. A successful defensive fire roll means that the mine is destroyed before activating.

EP COST: 1+ (Each additional EP spent allows a Defensive Fire test against an additional mine in the same segment as the original target mine).

NEW SHIP MODULE

Torpedo Room Module: Holds 12 Torpedoes or 24 Mines. Reloading the Torpedo and Mine System takes a turn of space combat, and is an additional Attack Phase action option that costs no EP. Module Cost: 10,000 birr

TORPEDO TARGET LOCKS

In order to launch a torpedo, a target lock on the enemy ship is required. However, if that target lock is broken after the torpedo is launched, but before it strikes the target, then the torpedo still gets to roll to hit but without the bonus for the target lock. The torpedo does not automatically miss if the target lock is broken after launch.

CHANGE TO DEFENSIVE FIRE

This now works like Defending in normal combat – each Defensive Fire success reduces one of the attack's 6s, but a success does not automatically mean the torpedo or mine is destroyed.

DETECTING AN ACTIVE SENSOR SCAN THAT 'HITS'

When a ship detects another ship using active sensors, transmitting a sensor pulse rather than passively detecting other transmissions, there is a chance that the detected ship will realise it has been detected.

When a ship successfully detects another using active sensors, the detected ship's sensor operator immediately rolls **DATA DJINN**, ignoring modifiers for range, sensor type, etc. A success indicates that the sensor operator realises his or her ship has been detected by another, unknown ship, regardless of whether the detected ship is currently using active or passive sensors, or whether the detecting ship is currently within range of the detected ship's own sensor scan.

Success does not provide any other information, with a critical success providing the range in CU of the detecting ship.

For example, Ship A is searching for Ship B using active sensors, while Ship B is only using passive sensors. At Long range Ship A successfully detects Ship B using active sensors. Ship B immediately gets to test **DATA DJINN** to see if they realise they've been detected.

Had Ship A been searching with passive sensors, and had detected Ship B once within passive sensor range of Medium, then Ship B *does not* get an opportunity to realise they've been detected.

ADVANCEMENT AND SKILLS

CHANGING ATTRIBUTES

A character can take one attribute point from a stat and move to another when otherwise spending xp. However, can never raise the stat above 4 UNLESS it's the character's professional '5' stat

UNSKILLED USE OF ADVANCED SKILLS

Instead of a character without at least 1 in an Advanced Skill not being able to attempt to use the skill, they can roll but they face a -3 (Insane) modifier.

COMBAT

SIMPLIFIED CRITICALS

For use on NPCs where tracking the detailed results proves cumbersome. Instead of rolling d66, roll d6 or refer to the first digit on the Icon card only:

Critical Result	Effects
1	Target stunned one turn
2	Target stunned one turn, -1 to all future rolls
3	Target stunned one turn, -2 to all future rolls, movement halved
4	Target unconscious or incapacitated
5	Target unconscious or incapacitated, will die in d6 minutes
6	Target dead

AUTOMATIC FIRE (To be playtested)

Triggers a -1 modifier to your attack roll rather than -2 as on p.90. This is to balance against the Quick Shot ranged combat option, which remains -2 penalty per attack.

STUN CRITICALS

Weapons with the "Stun" entry under Crit Rating can cause critical injuries, costing 3 successes, i.e. as if they had a Crit Rating of 3. All Stun criticals result in the Stunned critical injury effect, i.e. the stunned character loses all remaining AP in the current turn, or in the next turn if they have none left this turn.