STA Space Race and Chase Rules v0.1

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These rules were created for the Star Trek Adventures system.
They work well on a hexagonal grid map of a region with many hazards or uncharted regions - for example, a chase through the Badlands. Each hex corresponds to one zone. Other than these rules, "zones" work exactly the way they do in STA.

Difficulty Ratings: Each zone has a **Difficulty Rating** (usually 0-3) representing the difficulty of moving through that zone unharmed. This rating is an abstraction of hazards, obstructions, obstacles, navigational anomalies, difficult terrain, and any other factor which might make it difficult to move through that zone at high speed.

Movement: Move the ship through any number of zones. Make a **Maneuver** check (**Helm** station, **Control + Conn**, assisted by the ship's **Engines + Conn**) with a difficulty equal to the total **Difficulty Rating** of the zones you moved through (including the starting zone, not including the finishing zone). On a failure, take damage equal to two plus the amount you failed by.

Detecting Difficulty Ratings: Usually, you automatically know the Difficulty Rating of the zone that you are in. You can make a **Sensor Sweep** (Sensor Operations, **Reason + Science**, assisted by the ship's **Sensors + Science**, Difficulty 1) to reveal the Difficulty Ratings of other zones. On a success, reveal the Difficulty Rating of the target zone. You can spend Momentum to scan additional zones at a cost of 1 Momentum per zone (Repeatable).

Difficulty Ranges: Some zones have an inherently unpredictable or unstable Difficulty Rating. Sensors will reveal a range (such as 1-3, or 0-2). The actual Difficulty Rating will be rolled only after your ship has moved into the zone. This means you will not know the exact difficulty of a path containing this zone until you have already moved through it (but before you make the Maneuver roll, so you can still spend Threat, Momentum, and Determination accordingly).

Assisting and Creating Traits: Several stations have options for assisting the pilot, using either the **Assist** or the **Create Trait** major action. Keep in mind that the ship is already assisting the pilot, so any PCs who wish to assist will need to spend 1 Momentum to do so.

Examples of creating traits:

Clear a Path: The Tactical station makes an attack with energy weapons (Control + Security, assisted by the ship's Weapons + Security, Difficulty 2). On a hit, some obstructions (dust, debris, asteroids) which had posed a navigational hazard are vaporized. The Difficulty Rating of that zone is reduced by 1 (for everyone).

Plot a Course: The Navigation station makes a Reason + Conn roll, difficulty 2, to plot a safe course through a hazard. The Difficulty Rating of that zone is reduced by 1 for the ship which plotted the course, as well as any ship which can observe the course the ship took.

Remodulate the Shields: Requires **Reserve Power**. The Operations/Engineering station makes a Control + Engineering roll, difficulty 2, to calibrate the shields to specifically resist one type of hazard (for example, gravitic anomalies, or space dust). On a success, each hazard of that type has its Hazard Rating reduced by 1 for one turn.

The GM should encourage other creative uses of technologies and character abilities to create traits which can reduce the hazard rating of a zone.

Roll Table - to generate a random **Difficulty Rating/Range** for a zone:

d10 Roll	Difficulty Range	Average Difficulty	Flavor Text
1	0	0	Empty Space
2	1	1	Asteroid Field
3	2	2	Dense Asteroid Field
4	3	3	Gravitic Anomaly
5	0-1	.5	Dust Cloud
6	1-2	1.5	Dense Dust Cloud
7	2-3	2.5	Ion Storm
8	0-2	1	Dimensional Anomaly
9	1-3	2	Minefield
10	0-3	1.5	Unstable Particle Field