

Evasive Maneuvers: Roll+Collected. On a 10+ the character avoids the danger, while on a 7-9 the MC can offer them a difficult choice, hard bargain, or partial success.

Beg: When you try to convince those more powerful than you, whether in Command, Central or the Enemy, roll+Collected. On a 7-9 choose 1. On a 10+ choose 2.

-They agree.

-You are not punished.

-Nobody else is punished.

To convince other PC, see Lock.

Give 'Em Hell: Roll+Brutal and exchange harm as established. On a 7-9, choose 2. On a 10+, choose 3.

- Inflict Terrible Harm: +1 Harm.
- Suffer Little Harm: Take 1 less harm from enemy.
- Seize clear hold of an objective the target holds or covers
- Demoralise targets.

Suppression: Make your demands and Roll+Brutal. On a 10+, the NPCs have a choice; they can either accede to your demands or take the full force of your weapon (no turning back now I fear...). On a 7-9 they can also choose to retreat peacefully, take cover, or make a compromise.

Spending Lock on another PC:

- Add or subtract one from one roll.
- Add one to a roll you make against them.
- Have one of their narrative traits come to the fore.
- Request that they take an action, in exchange for marking xp.

Read the Field: When the character evaluates a scenario Roll+Tactical. On a 10+ they can ask the MC 3 of the following questions, on a 7-9 they can ask one. If they follow the MC's advice, they take +1 forward.

- Which target is most vulnerable?
- Which target is the most dangerous?
- What is the best route of attack or retreat?
- What should I be on the lookout for?

Once the Field has been read, it cannot be read again until it substantially changes. Essentially, one shot per scene.

Evaluate Opponent: If the character wants to get into someone's head and predict their actions, whether they're an Enemy pilot or a friend, Roll+Tactical. On a 7-9, you gain 1 Lock on the target. On a 10+, you gain one Lock and can ask one of the following questions.

- What is this character's immediate objective?
- How could I get this character to do what I want?
- Is this character lying to me?

Go Beyond: To Go Beyond, tell the MC what it is you're looking for and roll+Evolved. On a 10+, your visions are lucid and clear, and you receive a brief clue as to your goal. On a 7-9 the visions are garbled, unclear or frightening, and may obscure information about your target with other images.

Spending Lock on an NPC:

- Add one to a roll you make against them.
- Avoid one point of Harm from them.
- Make one of their narrative traits come to the fore.

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