

Silhouette CORE Rules FAQ

Version: 1.04

Updated: Nov 25, 2004

By: John Buckmaster

dp9.rules.support@gmail.com

Table of Contents

0.0 General Info

- 0.1 What's New?
- 0.2 Version History
- 0.3 Contributors
- 0.4 General Notes
- 0.5 Contact info

1.0 Basics

- 1.1 Complexity
- 1.2 Rolling and Tests

2.0 Character Design

- 2.1 Attributes
- 2.2 Skills

3.0 Action

- 3.1 Maneuvers

4.0 Mechanical Design

- 4.1 Computers
- 4.2 Scaling
- 4.3 Perks and Flaws

5.0 Mechanical Action

- 5.1 Detection

6.0 Specialized Rules

7.0 Gamemastering

8.0 OGL Conversion

- 8.1 Character Conversion

9.0 New Optional Rules

- 9.1 Thresholds
- 9.2 Removing Complexity
- 9.3 Revised Complexity
- 9.4 Combining XP, ED, & GP
- 9.5 Revised XP costs
- 9.6 Skills with Subskills

10.0 Errata

- 10.1 Softback Errata
- 10.2 Changes between Editions
- 10.3 Hardback Errata
- 10.4 Updated Rules

A Note on Printing

This document is split up for ease of printing. Look over this document before printing to ensure you only print the sections you need.

0.0 General Information

0.1 Legal:

The Dream Pod 9 logo, Silhouette CORE and all other names, logos and specific setting terms are © Dream Pod 9, Inc. All Rights Reserved

Heavy Gear, Jovian Chronicles, Gear Krieg, Tribe 8, CORE Command, and all other proper names and logos related to the game lines are trademarks of Dream Pod 9, Inc.

'd20 System' is a trademark of Wizards of the Coast ®, Inc, is a subsidiary of Hasbro, Inc. Wizards of the Coast ® is a registered trademark of Hasbro, Inc.

This document is created by a fan of the Silhouette Core Rules, for fans of these rules, and should not be in no way construed as a legal challenge to those trademarks. This document may be distributed freely in any medium so long as no profit is derived from the transaction, and the text is not altered. Though I kind of doubt anybody is ever going to sell this thing for a profit...

0.0.2 Welcome!

This document is intended to be a useful resource list for the Silhouette player or GM. Like all games, Silhouette has rules that need additional explanation or interpretation, and this tries to cover that ground. If you need a rules clarification that cannot be found in this FAQ, please do not hesitate to ask your question on the appropriate mailing list (see 0.5 Contact Information.) You will very likely get a useful response, and your question will likely be added to the next version of the Rules FAQ.

0.0.3 Layout

This FAQ is laid out in a manner similar to the Rulebook. This was done in order to ease the use of the FAQ. Simply go to the section of the FAQ corresponding to where your question comes from in the rulebook.

0.0.4 Updates

This document will be updated semi-regularly. This means:

- 1) Whenever a question is asked a lot.
- 2) People seem to be having a lot of trouble with a section of rules.
- 3) People ask for it.
- 4) I get REALLY bored again.

0.1 What's New?

Added a whole ton of stuff including optional rules and stuff from SilCORE Miniatures.

0.2 Version History

Version Notes

Alpha. First run-through of the FAQ.
Beta Awaiting final answers and formatting
1.0 First public release
1.01 First corrections...
1.02 Added clarifications on missiles
1.03 Corrected Missile type and RoF rules
1.04 LOADS of stuff

0.3 Contributors

In no particular Order:

John Buckmaster, Author
Marc-Alex Vezina, former Dream Pod 9 Guy
Everyone who helped out with the old FAQs, especially John D. Prins, who started it all.

Jason Andreson
Andrew G. Paul
Nick Pilon
Constantine Thomas AKA "Evil Doctor Ganymede"
Chris Upchurch AKA Blackeagle
"Riker"
C Love
Oliver Bollmann AKA "Kannik"
Gerald Rodberg
Bryan Rombaugh
Epidiah_ravachol AKA "Eppy"
The members of the various Mailing Lists and now the Forums
Patrick Bohnet
And anyone else I forgot. (Sorry!)

0.4 General Notes

0.4.1 Did you read the rulebook?

It may seem a stupid question, but many of your garden-variety rules questions can be answered quickly and easily by looking in the handy index and reading the appropriate section. This document should be the second thing you grab for when you have a question -- the rulebook being the first.

0.4.2 Did you check the Errata?

A lot of basic questions can be answered by simply checking the Errata, found in section 9 of this FAQ.

0.4.3 What if this FAQ doesn't cover my question?

Well, there is the DP9 forum (see 0.5, Contact Information.), where we're glad to answer any

relevant question. You can also e-mail the author to get a quick response.

0.4.4 Why are the SilCORE rules missing so much stuff (magic, cyberware, psi powers, etc.)?

Specialized rules, such as the above, are included in the Player's Handbook for the game line(s) that require them. For example, the Tribe 8 PHB will contain rules for the magic system of the T8 world.

The SilCORE rulebook isn't intended to be a generic ruleset, but a core one -- an important distinction. It merely exists to save the trouble and expense of reprinting the same basic rules in each of the DP9 game lines. It isn't a game of its own, merely the OS that the games themselves run on.

The web page will (and does!) have a variety of free resources for the game. See section 0.5.3 for details.

UPDATE: Since so many people asked for them, the generic weapon listing from the web page is now included in the Hardback edition of the Silhouette CORE Rules

0.5 Contact Information

0.5.1 A Note on Etiquette

Please note that rude, derogatory, or otherwise impolite messages will not be responded to by the Author or by DP9. Be Polite!

0.5.2 Contacting the Author

John Buckmaster, the author of this FAQ and official rules "guru," can be reached at dp9.rules.support@gmail.com He's the one you want to contact if you have a rules question.

0.5.3 Contacting Dream Pod 9

Dream Pod 9 can be reached on the web at www.dp9.com by e-mail at support@dp9.com and by mail at the address found in the Credits section of any DP9 product (near the Table of Contents.)

0.5.4 Mailing lists and forums.

The Mailing Lists are no longer in operation and have been replaced by the DP9 forums at <http://www.dp9forum.com/> You can browse without needing to log in or register.

1.0 Basics

1.1 Complexity

1.1.1 What is Complexity?

It is a measure of the combination of practical experience and theoretical knowledge that enables the character to handle more complex tasks. This includes the character's versatility in that field, as well as the depth of knowledge he has related to that field. One thing that may help your understanding is to think of it as your character's "technique" or adaptability.

By contrast, your Characters skill level represents the skill ability, rather than the versatility. As an example. A person with a skill of 2/1 would be competent in a limited Range of things, whereas a 2/5 would be competent at a wide variety of things.

1.1.2 OK then, how does CPX work?

Basically, in any opposed test where those involved are using the same skill, the difference between the lower CPX and the higher CPX is applied as a bonus to the side with the higher CPX. This can be applied to multiple opposed situations like Initiative.

In static tests vs. a threshold, or when the test sets a threshold, the GM sets a CPX based on the experience needed to complete the task effectively. Default for most tasks is CPX 1. The difference between the CPX needed and the CPX of the character is applied as a modifier. If the CPX needed was 2, and the character had a CPX 1, the character would suffer a -1 modifier. If the character had a CPX of 3, he would get a +1 modifier.

1.1.3 Can it be used to represent other things?

It could be used to represent other things, but that is entirely up to the Gamemaster or the Setting Books. Some settings will have different uses for the Cpx rating. For example, in CORE Command, the Cpx rating of the Quantek Skill determines how many devices you can carry/control at once.

All of the extra uses given in the Core Rules are simply extrapolations of the basic idea as explained in the Core rules or sections 1.1 of the FAQ. Note that we have included a set of optional changes to CPX later on in the FAQ (sections 9.2 and 9.3)

1.1.4 What about Item Complexity?

Item Complexity is a misunderstanding of the way that Complexity works. Tasks have Complexity,

Items do not. Otherwise, if you were using a CPX 5 item on a CPX 5 task, you'd get penalized twice and that fails the logic test.

Items may add or subtract from the skill roll if it says so in the description, but they do not have a CPX to operate. Complexity is Task Complexity or how complex a task is.

1.1.5 What about Tech level and CPX?

Due to the way the initial example in the rulebook is worded, many people think that a higher tech level is inherently "more complex" This is not true, for the same reason Items should not have Complexity. Tasks, regardless of the setting or situation have an inherent Complexity rating. Situation and tools modify the Die roll and the threshold.

1.1.6 Why doesn't CPX apply to all opposed rolls, rather than just those of the same skill?

Originally, it was determined that this caused some unbalanced combinations and problems, however many people report playing it this way without problems. You may wish to try applying CPX to all rolls and going with whichever method works best in your game. Again, the optional replacement rules in Section 9.3 remedy this situation.

1.1.7 Can we get some examples of Task Complexities?

The following is a general chart explaining the types of tasks that fall under each level of Task complexity. Note that a person with a Skill Complexity equal to or higher than the task Complexity can perform these types of actions on a daily basis.

Task Complexity	Type
1	Mundane, everyday tasks. Default level for most tests
2	Professional Level tasks that entail interrelated aspects or more precision than everyday tasks.
3	Tasks that require a great deal of multitasking or precision to accomplish
4	Tasks that only Experts and world-renowned practitioners can accomplish on a regular basis.
5	Incredibly delicate or involved tasks that experts rarely have the capability of.

1.2 Rolling and Tests

1.2.1 When rolling Unskilled, what is my effective CPX Rating?

It's Always 1, by default.

1.2.2 What happens when I Add Emergency dice when I don't have a skill?

The first ED you spend raises you to skill 1 for that roll. (Unskilled is effectively skill 0).

1.2.3 What happens when I fumble?

Two things. Your roll counts as a 1 plus whatever modifiers you had, and something bad happens, like your gun jamming. In certain tests, this is dictated by the rules. Most of the time, the GM decides what the "bad thing" is.

1.2.4 Can I fumble and still succeed?

Yes, if your modified roll was high enough.

1.2.5 Can my roll be negative?

No. The lowest a roll can ever be modified to is zero.

1.2.6 Is rolling equal to the Threshold a success/What is MoS 0?

Rolling exactly equal to the threshold or the opposing roll is a tie. The Margin of Success is 0 and the Margin of Failure is also Zero. By default, this means the active person or attacker is unsuccessful (ties go to the "defender"). In some cases, a GM may rule that this is enough to succeed at the task, but it is by no means a good success. By the same token, the GM may rule that it is a marginal failure.

2.0 Character Design

2.1 Attributes

2.1.1 How do you assign points to robot characters?

You use the Computer Skill Chart in Section 4.1.13, or assign CPs, depending on what your GM decides.

2.2 Skills

2.2.1 During character creation, are skills bought at a flat cost, or do you buy each level separately like when spending experience?

During Character creation, you pay the flat rate as shown on the chart. For example, if you bought a skill at level 2, it would cost 4 points.

2.2.2 It states that "Languages" is (specific) but CPX is used to determine the number of languages you know. Which is correct?

The language skill has been Reworked. Please see Section 10.4.1 of this document for the revised rules.

2.2.3 What skill do I use to Pick Locks?

You would Use Traps or Sleight of Hand depending on the methodology and the world.

3.0 Action!

3.1 Maneuvers

3.1.1 Various maneuvers call for 'dropping' dice. How many dice can I drop?

All of them, if you want (although this would cause you to roll as unskilled.)

3.1.2 Can I use Emergency dice to increase my skill when performing maneuvers?

Certainly.

3.2 Modifiers

3.2.1 What do Armor Encumbrance, Accuracy and Parry mods do?

Armor Encumbrance is an action penalty and applies to most rolls in combat and when restricted by armor (use common sense). Strength will cancel Encumbrance penalties on a one for one basis, but negative Strength does not increase Encumbrance.

Accuracy is applied to all attack rolls

Parry is used when parrying in melee combat. It simply adds to your melee roll to defend. Note that this is Character scale only, and that vehicle scale parrying uses different rules due to the way vehicle combat works

4.0 Mechanical Design

4.1 Computers

4.1.1 How do you mix crew between humans/aliens and sentient computers?

Generate a common multiplier by assigning percentages of crew/AI. For example, a vehicle with 2 humans (lv12) and 5 AI crew (lv14), would have this modifier:

$$((1) \times 2/7) + ((8) \times 5/7) = 0.285 + 5.714 = 5.999 = \times 6$$

Crew multiplier

Use the humans' skill levels for their own actions, and the AI for the rest of the actions.

4.2 Scaling

4.2.1 What qualities get multiplied when scaling to Very Large or Gigantic?

Cargo Bay, Accommodations/Passengers, Size, Armor, Base Range, and Damage Multiplier.

Remember to add in the Area Effect on weapons.

4.2.2 What about Crew, does it get multiplied as well?

Technically Crew and Crew Accommodations are also larger, but this is ignored for combat and vehicle stats. A vehicle with 2 crew would technically have 20 if it were Very Large. For all intents and purposes, it still only has 2 crew. Any damage that affects the crew will affect it as if it had 2 crew. The vehicle would not get actions as if it had 20 crew, as the AE and scaling take this into effect without having to do extra math.

4.2.3 But if 1 crew is actually 10 in Very Large, or 1000 in Gigantic, how can I get a huge vehicle with only 1 crew, "fluff" wise?

Simply describe it as such, and assume the "extra crew" is automated systems on the ship. The stats don't change.

4.2.4 Is speed multiplied when scaling?

No, the movement points remain the same. Actual speed may change if using a different size hex and movement type as described in section 5.2 of the SilCORE Rulebook, but your movement points remain the same.

4.3 Vehicular Perks and Flaws

4.3.1 Which perks act as AUX systems?

Accessories, Comm, Information Warfare, and Sensors. Arms also count if you are using the advanced rules.

4.3.2 How do I represent old perks or flaws that are no longer in the rules?

A perk or flaw with a differing name covers most of the old perks and flaws, with very few exceptions.

The most commonly asked about are as follows:

Acrobatic Handling: No longer exists, use a higher maneuver.

Advanced Neural Net: Crew: Computer 1 (Dumb 2).

Amphibious: Add Naval Movement/Submarine movement. HEP: Pressure may be added, if needed for "bottom-crawling" or deep water amphibious.

Audio system: Buy as per the accessories page.

Automation: Crew: Computer # = Rating (Dumb 2).

Camo netting: This is something nearly every vehicle can take advantage of in the appropriate scenario. As such, it should be up to individual players when designing scenarios.

Climbing Apparatus: Build as a system.

Geological Sensors: Laboratory: Natural Sciences (Earth).

Grapple Launchers: Build as a system.

High Capacity Computer: Computer Crew with higher numbers or rating.

Micro-lab: Laboratory Rating 0(allows you to do it without penalty)

Mine Detectors: Laboratory (Mine detection)

Minelaying equipment: Build systems with the Launcher/ Deployed Types

Minesweeping Equipment: Build a system with the Minebuster perk.

Passenger Seating: List as Crew: Living X, Computer Y /Passengers Z

Reactive Armor: Use Ablative and HEAT qualities for Armor

Reduced G-Effect: Acceleration protection

Streamlining: Build the vehicle faster.

Urban Friendly: It's fluff now.

Vehicle Bay: Use Cargo Bay

Defective Fire Control: Build a system with the Random flaw

Inefficient Combat Computer: Reduce crew, or add a computer with REALLY bad attributes.

4.3.3 Some Perks list things with negative cost. Are these applied to the perk total or the Flaw total?

All items in the Perk and Flaw list with negative values are counted as Flaws and included in the Flaw calculations.

4.3.4 The Rating on Decoy system says it is the number of uses and a Threshold. Which is correct?

In this case, both. The higher the rating, the better the Decoy *and* the higher the uses.

4.3.5 How does Fuel efficient affect Vehicles or sections with deployment listed in hours?

It increases the deployment by the listed multiplier while that vehicle/section is at combat speed. At Top speed, it's assumed energy is being drawn for other uses. In a multi-section vehicle, sections count as going the same speed as the rest of the vehicle for sake of simplicity.

4.3.6 Do you use the Accommodations Perk to represent space used while operating the vehicle?

No. Working space is assumed to be built in. Accommodations only applies to room set aside for bunking and recreation.

4.3.7 Do Defects apply to threat value?

Yes. Once the initial design is done, calculate the TV of the vehicle with Defects included. Otherwise the TV does not accurately reflect the combat capabilities of the vehicle

4.4 Systems

4.4.1 How does linking a Missile System work?

Missile systems of with the same characteristics are linked for free. This means that as long as the Missile Systems have the exact same profile, you do not pay for linking. If anything varies, you must pay for the weapon link.

4.4.2 Can Attenuating Damage be “negative,” thus adding to damage?

Yes. The math works both ways. As an example taking AD (-2), on a x8 weapon would mean you pay for the weapon as if it were x10.

4.4.3 Can you clarify how Seeking weapons work?

Seeking weapons use the same modifiers for all attacks. If Seeking is bought multiple times, it confers multiple attacks within a round. A higher rating for Seeking allows the system to attack again in subsequent rounds. Any attacks after the first in the

round are resolved in the Miscellaneous events page, and may be engaged with Anti-Missile fire as if they were a new attack. So Seeking(3) would attack once in the round it was fired, and once in each of the two rounds afterwards. 3x Seeking(1) would get three extra attacks in the round it was launched. 3x Seeking (4) would get three attacks per round for three rounds after it was launched, and so on.

4.4.4 Do you need to buy ammunition for items with Duration?

Yes, Duration applies to each “Shot” fired.

4.4.5 How do Perks and Flaws like hand-held, Hardpoint, Clumsy, Heavy and so on apply to weapons with multiple modes?

As weapons can theoretically change shape and size between modes, you must buy the perks or flaws separately for each mode and they only apply when that mode is used. In cases of switching a non-hand held weapon mode to a hand-held weapon mode, you may not switch back to the non-hand-held mode without the appropriate tools to re-attach the system.

The exact workings of a system should be determined on a world or design basis. The exception is Redundant, which due to weapon damage rules must be bought for all modes.

5.0 Mechanical Action

5.1 Detection

5.1.1 What's the range of unassisted vision?

Unassisted vision is covered by the size-based detection ranges on page 106 of the Core Rules.

5.1.2 Do hills and other elevation changes block sensors?

Yes. If the terrain is large enough to register on the map, then it does block Sensors. The rules do state this, but are a bit unclear.

5.2 Anti-Missile Fire

5.2.1 How does AM fire work?

AM Fire has been reworked to alleviate confusion and rules issues. See the errata portion of this document for more info.

5.3 Space Movement

5.3.1 Do BPs count towards weight towed?

Not if they are paid for with TV. BPs included in the TV formula are automatically included in the Size of the vehicle and as such are not towed.

5.4 Damage

5.4.1 Do Combo weapons count as 1 or 2 weapons for Damage purposes?

One. All damage that applies to any weapon/system in a combination will apply to all of them.

6.0 Specialized Rules

No questions currently

7.0 Gamemastering

No questions currently

8.0 OGL Conversion

8.1 Character Conversion

8.1.1 How do I convert between Hit Points and Stamina?

There is no need. Hit Points (d20) are based on level and Constitution bonus. Stamina (Silhouette) is based off of your Attributes.

9.0 Optional Rules

All Rules presented in this section are optional and may only be used if the GM chooses so. Feedback regarding these rules is greatly appreciated.

9.1 Thresholds

Some players and GMs have noted that the thresholds seem a bit low for their relative tasks, given the availability of bonuses. For those who feel that the Thresholds ought to be higher, here is a revised table, minus the long descriptions.

Old Thr.	New Thr.	Type
1	1	Effortless
2	2	Routine
3	4	Easy
4	5	Moderate
5	6	Challenging
6	7	Difficult
7	8	Very Difficult
8	10	Extremely Difficult
10	12	Near Impossible
12	14	Pray for Divine Intervention!

9.2 Removing Complexity

Some GMs and players find Complexity a bit too Complex (excuse the pun). To remove Complexity, simply decrease Skill points by 10 to 20 Points depending on the number of skills you want, and don't apply the Complexity Mechanic.

Languages and other skills that rely on Complexity to determine the number of something you know/own/can use are separate skills or based on Skill level as appropriate.

9.3 Revised Complexity

The Current implementation of Complexity can occasionally create issues where there is when use in opposed tests. As well, the CPX as a straight modifier can create issues when modifiers compound.

Presented below is an optional revision to Complexity based on the Character's Complexity rating increasing their MoS on when it's higher than the Task Complexity, while making their results more random when it is below the Task Complexity. This is to represent tasks being outside of your experience being more variable, while tasks well within it are

more likely to end up with superb results.

These rules require a few changes to the setup of skills and specializations as presented below:

- Skills range from Unskilled to level 5, rather than to level 10. Complexity takes over the "skill variation"
- Specializations add to the effective skill level of the user, adding an extra die to the test rather than a +1 modifier. This can raise a skill to level 6, and applies for things based on skills such as AD, UD, and athletics things, but only for the specialization.
- Deception attacks and Aiming are clarified below, after opposed tests.

In static tests, Skill Complexity is compared to the Task Complexity. If the Skill Complexity is lower, the difference is subtracted from the skill level of the character, lowering the number of dice rolled. This may only lower the skill to Unskilled. If the Skill Complexity is higher, then the difference is applied as a positive modifier to the roll.

Example: Jason has a Skill of 2 and a Skill complexity of 2. If he attempts a Complexity 1 task, he gets a +1 to his roll. However, if he attempts a Complexity 4 task, he would lose 2 die from his skill, effectively making him unskilled. If the task was a Complexity of 5, he would still only roll unskilled.

In Opposed tests, the Task Complexity is assumed to be a base of 1. This works like static tests, but the Complexity level and modifiers apply to each person involved. This applies to all opposed tests, regardless of what skills are used. In the Case of a person doing a maneuver that used to involve dropping dice, the Task complexity equals the complexity of the Maneuver as listed below.

Deception attacks/defenses (from 3.3.4 of SilCORE): Anyone may "bid up" the Task Complexity in order to make the test more difficult. Start with the person with the lowest Complexity and move through Complexity order until no person wishes to raise, or the Complexity of the Task hits 5, then resolve the test as normal. This can also be effective when dealing with Samurai or gunfighter-style duels.

Aiming: (from 3.4.2 of SilCORE): Aiming at a location increases the Complexity of the shot rather than lower the skill directly. By default, the Complexity 1 shot is at the center of mass. Aiming

for a torso sized object is Complexity 2, aiming at a limb or similar sized object is Complexity 3. Aiming at a head-sized object is Complexity 4, and aiming at a finger-sized object is Complexity 5. The person shooting may spend a number of combat rounds up to his skill level aiming to lower the complexity by one per round to a minimum of Complexity 1.

Burst fire attacks may not be aimed, and you may ignore fumbles while aiming, as the act of aiming implies greater than normal care and attention. The rules presented in section 3.3.4 of SiLCORE regarding Wound Thresholds and Aiming remain the same.

9.3.1 In-depth Combat

In-Depth Opposed tests are another advanced option. The most obvious use for this is Combat, but certain other situations could use similar mechanics. The following is presented for combat only, although a GM may make up maneuvers and such for non-combat situations. As always, the GM rules whether or not these are to be used..

In this option, each person in the combat chooses the maneuver they wish to perform and their task Complexity is based on that maneuver. Each maneuver provides certain benefits and drawbacks, and some state when they may be chosen. This creates more dynamic combats, but may be a bit confusing as each person has their own Task complexity. If a person is combining maneuvers, such as Paired Weapons with disarm, the Task complexity is equal to the highest of the two maneuvers plus one. Remember that when the chart says to use the rules for Deception attacks, aiming, etc, the Task Complexity is determined a per the notes on changes made to skills above.

Maneuver	Usage	Task Complexity	Effect
Aim	R	Special	Use rules for Aiming
All Out Dodge	D	1	Must be declared before taking actions. Character spends all round Dodging and cannot take actions. +2 to defense rolls for duration of round.
All out Parry	M,D	1	Must be declared before taking actions. Character spends all round Defending and cannot take actions. +2 to Parry rolls for duration of round.
Blind Fighting	H,M,C,D	N/A	Use PER for any normal attack or maneuver. If your CPX and PER are high enough, it will cancel penalties cause by darkness
Break Weapon	M	2	Attack to break parrying weapon (not shields). If the defender parries rather than dodging, a successful Attack will cause damage to the parrying weapon. Damage that would cause a Flesh Wound to the user instead lowers the ACC and Parry of a weapon by -1. If the attack would have caused a Deep Wound, the weapon loses 2 points from ACC and Parry. If the attack would have cause an Overkill or if ACC or Parry reaches -5, the Weapon is useless.
Charge	H,M,C	1	Declare Before Rolling Initiative. Requires clear path to opponent to run. Adds +1 to initiative and BLD+1 (min 1)to Damage rating of the Attack. If Mounted, use steed's BLD instead of user's.
Crush	H	1	Adds 2 to UD if target successfully Grappled by the attacker before the Crush maneuver is attempted
Defender	D	03/04	May be used instead of your normal action, and may occur before your initiative order. Spend an action to defend or parry an attack at one of your allies within Skill CPX - 1 Meters. CPX 3 if parrying, CPX 4 if using Defense.
Disarm	H,M	3	Successful Attack (MoS 1+) disarms opponent. +1 to attack roll if it followed up a Weapon Catch or Grapple. -1 to Parry rolls this round
Feint	H,M	Special	Use Rules for Deception attacks.

Flip	H	2	Attack flips or knocks opponent to the ground on MoS of 1+ and damage is halved. Attacker is a -1 to defend for duration of round, and gets +1 to the attack roll if target is Grappled by the Attacker. Defender May use BLD instead of AGI to defend, if the defender uses BLD, add the defenders BLD to the DM after halving it.
Called Shot	H,M	Special	As Aiming, but for Hand-to-hand and Melee. This allows a free attack on the person performing the called shot if an attacker is within range
Grapple	H	2	Successful Attack (MoS 1+) "entangles opponent. Grappled individuals may spend an action to attempt an opposed Strength Test to break free. The grapple may be stopped at any time if the attacker chooses. Armed opponents get +1 to defend against a grapple. Once Grappled, both the person grappling and the Grappled person suffer a -1 to defend against attacks, and neither may parry.
Headbutt	H	3	Attacker gains +2 to hit if opponent is grappled, opponent does not count armor unless wearing a helmet. If the attack does enough damage to cause at least Flesh wound result, the defender will be stunned and lose an action. If the attack is Fumbled, the attacker also takes damage based to the MoF OR MoS, and will be stunned for an action
Heavy Blow	H,M	1	Declare Before Rolling Initiative. May give self penalty to initiative to gain the same bonus to UD or AD based on skill used. -1 to defend and parry until attack is made.
Pommel/Flat/hilt blow	M	2	Hitting someone with the flat of Blade, Pommel, etc. Damage counts as Blunt and is halved, doing only Bruise damage.
Paired Weapons/Two weapon fighting	M	2	Using 2 weapons at same time. Use worst ACC, best damage and best parry. +1 modifier to Parry
Quickdraw	M,R	3	Draw and Use weapon in same action, -1 to Parry for round
Shieldbreaker	M	2	Attack to break shields. If the defender parries with a Shield rather than dodging, a successful Attack will cause damage to the Shield. Double damage for effects versus Shields, but not the wielder of said Shield.
Weapon Catch	M	4	Successful parry entangles both the attacking and defending weapons until one side chooses to break the Catch. Breaking the Catch requires a successful opposed Strength roll.

Usage lists when a maneuver may be attempted: D - Defense, H - Hand-to-Hand, M - Melee, R - Ranged, C - Mounted/Cavalry.

9.4 Combining XP, ED, and Genre Points

Experience points are generally rewarded for acting in character, roleplaying well, and successfully completing missions. Normally this requires acting in-genre as well. As such, some groups may wish to combine Experience Points/Emergency Dice and Genre points. To do this, simply reward one or two XP for acting in-genre, and allow the players to spend XP as genre Points at the rate of 2 XP == 1 GP.

All XP costs are doubled. Emergency Dice spent on the skill count as double XP towards the purchasing of the skill or attribute, up to the current level of the skill, after that the ED count as 1 XP. Thus a person with a skill of 2, wishing to improve to level 3, and who has spent 3 ED, would have the equivalent of 5 XP towards the 18 needed. The first two count as double, and the remaining count on a one-for-one basis. Tutoring works as normal.

9.5 Experience Costs Changes.

Some groups find that charging a number of Emergency Dice equal to the XP needed to reach the next level on top of the XP a bit expensive, even with Tutoring, while charging only the XP cost listed is a bit too cheap. Presented here is one possible solution to that situation. It rewards in-game use more than straight XP expenditure.

9.6 Skills with Subskills

Skills with Subskills, such as the Sciences, May be combined into a singular skill in Cinematic Games. The penalties for defaulting to a different subskill are based on RDL. -1/-1 for Cinematic, -2/-2 for Adventurous and -3/-3 for gritty. A person may "tutor" himself in that skill as if he had that level for teaching himself.

10.0 Errata

10.1 SilCORE Softback Errata

The following errata applies to the first printing of the Silhouette Core Rules (DP9-900):

Page 11, Design Notes:

Reference to the Appendix should be removed.

Page 23, Design Notes:

The double dashes (--) should be replaced with plus signs (+).

Page 33, Character Perks and Flaws:

The costs were mistakenly left out. The full list with costs can be downloaded from the FAQ/Errata page in the Support section of DP9's Website (the same place you probably got this FAQ) or here:

http://www.dp9.com/Funhouse/Aids_CC.htm

Page 60, under Recovery From Injuries:

Healing Bruise Damage was accidentally left out. Healing times for Bruise Damage are listed in section 10.2

Page 65, Select Target Size

The "Maximum Mass" formula should be "Minimum Mass." Anything lower than Size 2 (About 421 kg, or 0.42 tons), is considered Size 1.

Page 70, Mechanical Design Perks List

"Ram Plate" is missing from the Accessories list, and costs 4

"Airdroppables" on the Features List should be "Airdroppable."

Page 71, Mechanical Design Perks List:

"Backups" is missing from the Reinforced Systems Section. "Backups" costs 5

"Thought Interface" heading is indented, and should not be.

Page 78, 4.2.1 Basic Attributes:

Missile is listed incorrectly, replace with:
MISSILE: The system is a launcher containing one or more tubes. Each tube contains a rocket with some form of warhead (or multiple warheads) mounted on said rocket. This launcher may have RoF. All launchers with the same characteristics may be linked for free. Both individual missiles and RoF attacks may be launched as one attack in a Swarm (linked attack). Missile systems may be defended

against by anti-Missile Fire (AM Fire)

Page 80, System Perks

"Attack/Target" is missing from the table, Cost is "See page 214."

"Attenuating Damage" is not a Perk, and should be moved to the System Flaws table.

Also, the page reference should be 213, not 214 as listed.

"Fire-Fighting" is missing from the list, and costs 1

Page 90, Self-Repair Systems:

Replace the last sentence of first paragraph with:
"Multiply the TV and Cost by (rating +1) to get the final cost and TV."

Page 206, Vehicle Perks

"Pintle Mount," First Paragraph: "(count as Partially Exposed Crew.) Remove the word "Partially"
"Pintle Mount," Second Paragraph, Second Sentence: Currently reads as "Fire Control hits neither affect pintle mounted weapons." Should be changed to: "Fire Control hits do not affect pintle mounted weapons

Page 213, Inefficient Controls:

Replace last sentence (including braces) with: "A vehicle with Inefficient Controls requires an action to pilot."

10.2 Changes between the Printings

The following changes were made between the first printing of the book (DP9-900) and the second printing (DP9-909):

Throughout:

Most of the above errata were corrected. Examples and appendices were added to bring page count up.

These have been posted on the following page:

<http://www.dp9.com/Support/faq.htm>

The direct link is as follows:

http://www.dreampod-ent.com/PDF/SilCORE_examles.pdf

Chapter 3:

Added 3.2.9 Jumping Rules:

To jump, a character must make an Athletics test, modified by Fitness the defensive modifier due to movement. The Threshold is based on the difficulty of the terrain (slippery, rough, etc.). The MoS x 0.75 is the number of meters jumped horizontally. Vertical distance is MoS x 0.25 in meters.

Added the following to 3.5.6, Recovering from Injuries

"Flesh" Bruises disappear 1d6 hours after being received and "Deep" Bruises disappear 1d6 days after being received. Neither requires medical assistance to recover from.

Chapter 4:

4.1.5 Special Case: Air:

Replaced the sentence "Many aircraft with Ground speeds have the Reduced Maneuver Flaw." with:

In this case, the designer chooses a Top Ground Speed (normally 1/2 to 1/3 of the Air Combat Speed in kph). This must be higher than the Stall Speed of the vehicle (in kph). Top Ground Speed can only be used in a straight line, and Ground Combat Speed has a -3 Maneuver penalty. Unpowered Ground Speeds do not count towards DTV. Many aircraft with powered Ground speeds have the Reduced Maneuver Flaw.

NOTE: while the text says "ground speed" it can actually be Naval or Ground

Reaction Mass sidebar, section 4.1.7

Added the following to the sidebar:

Note: See Space movement, section 5.2.3 for more information on burn points and their use in game.

4.1.8 Select Perks and Flaws

Comms Cost was changed, use the following instead:
 $Cost = (Base\ Range\ (km)/10) \times Comms\ Cost\ Multiplier$

Sensors Cost was changed, use the following instead:
 $Cost = (Base\ Range\ (km)/2) \times Sensors\ Cost\ Multiplier$

Comms/Sensors Cost Multiplier:

Rating	Cost	Rating	Cost
+5	10	-1	0.7
+4	7	-2	0.5
+3	5	-3	0.3
+2	3	-4	0.2
+1	2	-5	0.1
0	1		

4.2.4

Ammunition Cost was changed. Use the following values instead:

Uses	Cost Mult	Uses	Cost Mult.
1	0.1	50	1
2	0.2	150	2
4	0.3	600	3
9	0.5	2400	4
16	0.7	Unlimited (ranged)	5
25	0.9	Unlimited (melee)	2

ECM/ECCM costs have been changed to: Range in KM + Rating

Chapter 5:

Detection Rating, section 5.3.1:

Changed "x2 for walker vehicles" to "x2 for non-prone walker vehicles"

ECM - Degrade Sensors section 5.3.3

Changed last line to:

If failed or fumbled, add the MoF to the Concealment of the Unit targeted by Active Sensors (potentially failing LoS to target).

5.4.2 Optional Rules: Capped Modifiers:

Changed the line "Instead, take the best and the worst applicable" to "Instead take the best positive modifier and the worst negative modifier. If all modifiers are negative, take only the best one."

10.3 SilCORE Hardback Errata

The following errata applies to the second printing of the Silhouette Core Rules (DP9-909):

Page 105, Core Concepts, Chapter 4:

The formulas in the example are incorrect. They will be corrected in the online download of the examples once I get some time.

Page 135, Core Concepts, Chapter 5

Example: Repairing a Vehicle

I missed adding in the size of the vehicle (6) to the number of labor points require. This would push the basic # up to 24, more than Jackie has in a single day, and as such, it would take 2 days anyway.

Page 162, Core Concepts, Chapter 6

Example: Creating a Race

I messed up on Costing. Each shift should be 10 points. To correct, simply double all costs. Final cost should be 10 less CPs and 10 More Sps.

10.4 Updated Rules

The following Changes or additions have been made to the rules and apply to both editions:

10.4.1 Character Design

Section 2. 2.4/Appendix A, Skill List

The following changes should be made to the skill list to make it more consistent and useful:

Skill Defaulting:

For skills that are composed of multiple "specific" subskills, characters may use their skill in one specific subskill to "default" to other specific subskills. The penalty for Defaulting is assumed to be -2/-2 unless the optional rules from section 9.6 are being used.

This works in general, but there are some cases where additional measures are necessary. If the character is attempting to "default" to something similar but which he has no experience with, the GM may apply an additional -1 or -2 penalty to the roll. If the character is attempting to do something unfamiliar within a specific subskill that they know, the GM may apply the standard "defaulting" penalty until the character has familiarized themselves. Familiarization in this case merely requires time, not XP or ED, as the character already knows the basic principles involved and just has to pick up the details of the particular situation.

Athletics:

High-complexity Athletics is not just "the ability to perform tumbling, balancing, or gymnastics." This is a specific facet of high-complexity Athletics, but is not the whole of it.

Combat Sense:

High-complexity Combat Sense does not just "represents the character's expertise in small-unit tactics." This is a specific facet of high-complexity Combat Sense.

Hand-to-Hand:

High-complexity Hand-to-Hand does not just "implies that the character is using some form of martial arts". High-complexity hand-to-hand is often used to represent martial arts training, but it could represent other forms of brawling or fighting..

Languages:

This is the ability to communicate and be literate in a language. Complexity applies as usual. When purchasing the Languages skill, as when purchasing a

science skill, the player must specify what language they're buying. Players can "default" between languages in the same way that they can default between any other specific subskill. Remember that the unfamiliarity penalty rules can be applied to totally unfamiliar languages, or unfamiliar languages/dialects within a specific subskill. As there is a wide variance in the number of languages available within a setting and the grouping, exactly what the specific languages are varies. For a setting with few languages, players should have to buy individual languages, though they can default between them as usual. For settings with many languages, players should be able to buy families of related languages, and be able to default between them as usual.

Characters begin with their native language or language family at 2/1, or 2/2 if they are highly educated (KNO +1 or higher). Some languages may not be available to all characters - whether or not a character can learn a language is subject to the GM's ruling.

Performance Arts:

This is a catch-all Skill for performance arts of all shapes and sizes. The skill covers all aspects of live or recorded performance, including the ability to criticize/evaluate, direct, act, or otherwise work in these media. When purchasing the Performance Arts skill, as when purchasing a science skill, the player must specify what form of art they're buying. The standard list is: theatrics, dance, singing, direction, and musical instruments, but others are possible. Characters may "default" between specific areas as usual.

The Threshold of Art tests is usually chosen by the player, and represents the quality of final product the player is aiming for. The GM assigns a Complexity threshold, based on an estimation of the complexity of the task facing the player - the sophistication of the techniques that will be used, the amount of concentration, the number of concurrent tasks, etc. Criticism or evaluation (among other things) of a performance can be accomplished by changing the attribute used.

Social Sciences:

Contrary to what the description of the skill claims, Social Sciences (Psychology) is not just a high-complexity skill. It is entirely possible, nay, likely, to have low-complexity Social Sciences (Psychology).

Survival:

The Survival skill allows the character to survive in hostile environments. Survival includes hunting, foraging, obtaining shelter and water, and assorted safety precautions. Like sciences, each environment is bought as a different specific skill. Players can "default" between these subskills as usual, though the GM might rule that some environments are too different to effectively default between. Valid environments are: sea, forest, plains, mountains, urban (for those that can't use the standard methods of obtaining a place to live and food), space, arctic, desert, and underwater, plus any setting-specific environments.

Visual Arts:

This is a catch-all skill for all forms of Visual Arts, covering creation, evaluation, and criticism of visual art. Each art is a separate field under the same skill. When purchasing the Visual Arts skill, as when purchasing a science skill, the player must specify what form of Visual Art they're buying. The standard list is: calligraphy, painting, drawing, sculpture, and photography, but others are possible. Characters may "default" between specific areas as usual.

The Threshold of Art tests is usually chosen by the player, and represents the quality of final product the player is aiming for. The GM assigns a Complexity threshold, based on an estimation of the complexity of the task facing the player - the sophistication of the techniques that will be used, the amount of concentration, the number of concurrent tasks, etc. Criticism or evaluation (among other things) of a piece of art can be accomplished by changing the attribute used.

Zero-G:

This skill has been removed in favor of a perk.

Section 2.4/Appendix B and C, Perks and Flaws

Add the following perk:

Other-Environment Training (2 per Environment):

This Perk represents the training needed to operate effectively in a foreign environment, such as underwater, zero-G, or a gigantic spinning cylinder in space. It confers knowledge of the way the movement of objects changes and how to maneuver and work in the given environment. Characters without the necessary Perk suffer a -2 penalty to all physical actions while in the given alternative environment. The GM may lower this to -1 if the character has an OET perk for a similar alternative environment

10.4.2 Action

Section 3.2.1, Movement Types

Swimming should be covered in 3.2, not 6.1. 3.2.10 is added in below.

Add 3.2.10 Swimming:

In water, Movement rates are much lower than running speeds. Divide the Standard move Rates by 4 to get their equivalent while swimming. "Sprinting" would be an all-out swim, while Crawling would be roughly the same as treading water.

While swimming, double all Action Penalties for Encumbrance. Fatigue will build up as per the fatigue rules in section 3.5.8

Section 3.3.3 of SilCORE:

In Water:

Deeper water should require the Skill Athletics, not Swimming, as Swimming no longer exists as a skill.

10.4.3 Mechanical Design

Select Target Size, Section 4.1.2 of SilCORE:

The "Maximum Mass" formula should be "Minimum Mass." Anything lower than Size 2 (About 421 kg, or 0.42 tons), is considered Size 1.

Computer Crew (Section 4.1.13 of SilCORE)

Having computer Crew be immune to damage creates balance problems, as this allows crew that are immune to effects for the same cost as normal crew who are.

Computer crew are affected by Crew hits, randomize the damage between living Crew and Computer crew.

If you wish to have computer Crew be unaffected by crew hits, count the Computer Crew as double the actual number for TV purposes only. So if a tank had 2 computer crew that were immune to Crew hits, It would be calculated as if it had 4, but it would only get actions based on the 2 "actual crew members." Note the "immune to crew hits" in the record sheet.

New/Revised Perks and Flaws (Section 4.1.8 of SilCORE / Appendix D/E):

(Accessory) Autopilot (5): These are simple devices that can keep a vehicle going in a straight line, avoid large obstacles, and steer towards a specified location. In game terms, it takes an action to engage or disengage the autopilot, and while engaged, it adds an additional action to the crew as they can concentrate on other things. While active, the autopilot can be used to keep a vehicle moving in a

straight line and may perform 60 degrees turns once a round as the player wishes. Autopilots are not affected by Crew hits, cannot fire any weapons and dodge attacks as a Skill level 1 pilot

All drones must have Autopilot. In this case, it represents the interface necessary to remotely activate and control a Drone. If the Drone is meant to take actions or do anything other than simple movement while not being operated by a remote controller, it must have computer crew.

(Feature) Infantry (1): Any weapon without the AI perk firing at infantry receives a -2 to hit. Rate of Fire is added to the Margin of Success when attacking Infantry. Infantry Top speed and combat speed are the same, and as such Infantry do not suffer penalties for moving at top speed, although they do gain bonuses for moving Half Combat and remaining stationary. Infantry are not penalized, nor benefit from, defender movement modifiers. Infantry cannot be larger than size 4. Most foot troopers should be size 1, while power armored troops or cavalry will be larger. Counts as one (1) Perk.

(Feature) Low Profile(2): The vehicle has a very low profile which make it easier to hide and conceal – for obvious reasons, bipedal mecha generally cannot be designed this way. The vehicle gets +1 to Concealment while in cover (If intervening terrain has a total Obscurement value of 2 or more).

(Sensors) Passive/Visual Only (see text): The sensor system is limited to passive operation only, and also applies to Visual Only passive sensors that can only detect visible light (i.e. telescopic sights, vision blocks). Sensors may not increase range. Reduced Sensor Cost: Sensor Cost x 0.5.

(Note: This is included to account for enclosed vehicles that possess a restricted visual field of view, or vehicles that otherwise lack an active system while still requiring more details than visual detection can.)

10.4.4 System Design (Section 4.2 of SiLCORE)

New/Revised System Types (Section 4.2.1 of SiLCORE):

MISSILE: The system is a launcher containing one or more tubes. Each tube contains a rocket with some form of warhead (or multiple warheads) mounted on said rocket. This launcher may have RoF. All launchers with the same characteristics may be linked for free. Both individual missiles and RoF attacks may can be launched as one attack in a Swarm

(linked attack). Missile systems may be defended against by anti-Missile Fire (AM Fire)

LAUNCHER: Launcher systems are not really systems themselves. Instead, they are systems that launch other systems. Launcher systems do no damage, and thus should have a DM of x0. They also do not buy ammo (count as x1 Ammo mult). Instead, a number of deployable subsystems are bought, one for each shot the Launcher can fire. When deploying systems, the Launcher's range is how far away it can deploy its submunition.

Any Perks or Flaws on the Launcher apply to the deployment of the subsystem - Area Effect, for example, deploys the system throughout the area effected. Launcher weapons will usually target a point. Launchers must have a sub-type. The sub-type is the method the Launcher uses to deliver its payload (Missile, energy, etc.). If the Launcher has the Time Delay flaw, the system will remain passive until its "counter" reaches zero, after which it will activate and operate as normal.

Launcher systems may Walk Fire with ROF by deploying one subsystem per point of ROF.

DEPLOYED: Deployed systems are fired by Launchers. The system stays at the point it was deployed to by the Launcher, waiting for a chance to attack or otherwise take action. It must have some kind of triggering mechanism - either Remote, Smart, or Proximity. The MoS of the original roll that deployed the system is used as the Threshold for any necessary tests by the target. Deployed systems consume ammo normally.

The attack type is the type of the attack used by the deployed system. Time Delay works a bit differently when applied to a Deployed system. Instead of acting once, it will continue acting each time its "counter" reaches zero until it is out of ammo. Deployed systems can be cleared by Minebuster attacks, but each area must be cleared separately.

The Facing of a Deployed system is considered to be the same direction as it was "fired" or placed. The Systems Arcs are determined based on that facing.

New/Revised System Perks and Flaws (Section 4.1.8 of SiLCORE / Appendix F/G):

ANTI-INFANTRY: The system is specially designed to affect character-sized targets. It can be swung around very fast and its tracking system can register

faint readings. It does not suffer the normal -2 modifier when targeting Personal Scale targets, such as characters. Anti-Infantry using ROF versus vehicles may not use it to add to the DM. They may still walk fire and saturate. Counts as one (1) perk.

ATTACK/TARGET: This Perk allows systems in one environment (underwater, land, air, space) to attack targets in other environments (for example, a surface-launched anti-sub torpedo, noted as such: Land/Underwater). Use the large scale available for attack purposes (for example, a gun with the Land/Air Perk would use 250-meter Air measure for range when firing against aircraft; a plane-mounted Air/Land gun would use the same). A system's "native" environment is free (Land/Land, for example); additional combinations count as one Perk. Systems that attempt to affect a target in another environment than the one they've been designed for get a -2 modifier to hit (for example, the torpedo above attempting to hit a surface target).

This perk also grants the appropriate type of sensors if the vehicle does not already have them. Thus a plane with an Attack/Target: Air/Space would get spaceborne sensors and the ability to detect things in space, even without space movement. This counts as one(1) perk.

COUNTERATTACK: When active, instead of being used directly to attack, the system waits for an attack to hit the unit carrying it. If the attack was launched by a unit within a number of hexes equal to the Perk rating, the system will automatically attacks that unit. Standard penalties and bonuses apply. If the system does not have the Smart perk, an attack roll is made using one die when its activated and used for all attacks made by the system, and is modified as necessary for the circumstances when the system actually attacks. The system consumes ammo as usual. Counts as 1 + (Rating / 2) Perks.

DURATION: A system with Duration operates for a fix amount of time before it burns out. It can be used any number of times per round, but each round it operates reduces its Rating by one. The system activated or deactivated by spending one Action. Being launched or deployed counts as the action needed to activate the system. Counts as Rating Perks.

FRIEND-OR-FOE: The system has some means of determining between an enemy or friendly unit (choose when buying perk) when the system is activated, usually by another Perk. It will then

proceed to attack or act against that unit as usual.

There are two choices for how the system determines who is attacked. The first requires the friendly unit to have a working communications system (and defeat any active ECM, if applicable) in order to be considered friendly by the system. The second uses some other, completely reliable, method to tell friend from foe. Counts as one (1) perk for the first variant and two (2) perks for the second.

By default, the system will affect every unit if it has Area Effect or Wide Angle, so the system can also be set to effect enemy or friendly units only. The system counts as an additional two (2) Perks if the system only affects enemy or friendly units.

HEALING: Instead of doing damage, the system is used to heal the target. When healing a target, roll a normal attack multiplying the DM by the Margin of Success and compare the result to the target's armor. Instead of inflicting damage, the attacker chooses a damage result from the *System Damage Tables* to repair, i.e. restore 1 MP instead losing 1 MP. Armor loss due to damage is also restored based on the level of damage restored. Units reduced to zero Armor cannot be healed. A Healing system used on a squad functions by doing the reverse of damage. When healing a character, the system's use is equivalent to DM + MoS days of healing with medical care. Healing systems do not effect destroyed or dead units. Counts as two (2) Perks.

INDIRECT FIRE: The system can work indirectly: it does not need a direct line of sight in order to work, only a forward observer to tell it where to aim. The system can also fire on targets at Artillery range (Base Range times 16).

MORALE: These systems affect a targeted unit's morale. The targeted unit must make an immediate morale test with the rating of the perk as a modifier. If designed to decrease opponent's morale, the modifier is negative, if designed to boost morale, the modifier is positive. The system can be designed to do give both penalties and bonuses, in which case it must be declared which is being used when the "attack" is made. The perk costs 1+rating for singular modifier, and costs double for dual use.

PROXIMITY: A system with Proximity will attack any unit that comes within a number of hexes equal to the Perks rating while the system is active. Zero-hex proximity systems only attack things that come within the same hex. Note that the system only attacks this

unit - it does not attack all units within the area it is watching. If the system does not have the Smart perk, an attack roll using one die is made when it is activated and this roll is used for all attacks made by the system, modified as necessary for range, movement, etc. When it attacks, the system consumes ammo as usual. Vehicle mounted Proximity systems can still be fired by the crew using an action. Counts as 2 + (Rating / 2) Perks.

RESURRECTION: A Resurrection system can reactivate a destroyed unit, but it cannot restore any damage previous to it being destroyed. Roll a normal attack multiplying the DM by the Margin of Success and compare the result to the target's armor. If the result is greater than or equal to the vehicle's Overkill threshold when it was destroyed, it is reactivated with all previous damage and at least one Crew. A Resurrection system does not affect squads. Units reduced to zero Armor cannot be resurrected. A system that has both the Resurrection and Healing Perks can only use one ability per use. Counts as two (2) Perks.

SCALE: This system is built at a different Scale than the vehicle. (See section 4.3.2 for Scales). This counts as a Perk if the scale is increased and a Flaw if the scale is decreased. This cannot decrease scale to personal, or increase personal scale weapons to another scale, due to the way that personal scale weapons work, particularly in regards to range. This is worth 10 points for 1 scale Change, 100 for 2 scale changes, and 1000 for 3 scale changes.

SEEKING: The system can try to affect a moving target more than once (e.g., missiles which turn and twist back, or systems that won't fire until locked-on). If the attack fails, the attacker may reroll it. If the target has already spent action(s) to either shoot down, parry, block or dodge the attack, it can defend itself again with the same method at no additional action cost.

Such a system can also be designed to attack over multiple turns. Unless the weapon has been destroyed, it may attack again at no action cost; each additional attack counts as one more Perk (i.e. attacking over two rounds means Seeking-2 equals to three Perks).

SHIELD (ENERGY) this a specialized Parry system and uses the same basic rules. An Energy Shield can be switched on and off at the cost of one action; for every round off, it regains one point of DM (if previously damaged). A destroyed system cannot regenerate.

An active energy field prevents weapon fire and system uses by the protected unit(s), unless the shield is designed to allow it. Energy Shields with the "Area Effect" Perk allow other units within the AE radius to benefit from its protection.

Energy Shield counts as two Perks (for costing purposes) if capable of parrying just one of either Matter, Energy or Exotic system types and three Perks if it can block all attack types. If it allows weapons and systems to be used within its envelop, it counts as an additional Perk.. If the Energy Shield is designed to be used against only one type of attack, then it cannot parry the others -- they pass right through.

4.3.2 Large Vehicles

Add the Size Category Huge and revise Gigantic:

Huge

Huge vehicles are even larger than Very Large Vehicles. Each point of Size, Armor, Base Range and DM is a Hundred times as big as a standard vehicle's. Design the Huge vehicle using the normal rules and use its stats versus other vehicles of the same category. When attacking a Very Large target, apply a -2 modifier, but multiply the BR and DM by Ten. For example, a Macro battleship's x15 Huge gun would cause x150 damage to the unfortunate target struck (x1,500 to characters, if they can be hit). Huge vehicles cause large amounts collateral damage when firing weapons. They add three points of Area Effect (+3 if the system used already has an AE).

Gigantic

Gigantic vehicles are so large, they usually can only exist in space. They are the size of big buildings, or even asteroids. These rules can also be used to design space stations or space docks. Each point of Size, Armor, Base Range and DM is a thousand times as big as a standard vehicle's. Design the gigantic vehicle using the normal rules and use its stats versus other vehicles of the same category. When attacking a Huge target, apply a -2 modifier, but multiply the BR and DM by Ten. For example, a mega space battleship's x15 Gigantic gun would cause x150 damage to the unfortunate target struck (and, absurdly, x15,000 to characters, if they can be hit). Gigantic vehicles cause truly massive collateral damage when firing weapons or using their onboard equipment. They add five point of Area Effect (+5 if the system used already has an AE).

Alter the Chart to include Huge and note that BR for personal scale is actually 1/50, not 1/10

10.4.5 Mechanical Action (Chapter 5 of SilCORE)

5.4 Actions

Add the following as a sidebar:

Firing Arcs

Vehicles may only target opponents that are within their weapons' firing arcs there are six common firing arcs: forward (F), right (Rt), left (L), rear (Rr), fixed forward and turreted (T). The first four are 180-degree arcs on their respective sides. Side arcs include directly forward and backward. The fixed forward arc is a 120-degree arc on the vehicles front facing. Note that side or rear fixed arcs are possible, but uncommon. Turreted arcs span 360 degrees. If a weapon does not have a clearly stated arc, the default is forward.

Add the following as a sidebar:

Drones

Drones can operate as independent units, using their computer's skills and actions if they have them. Any friendly unit with a communications system may attempt to take control of the Drone. If the drone is remote-controlled, this requires a successful Info Warfare check vs 1 + modifiers for Comms, range, ECM, ECCM, etc. If the drone is wire-controlled, no test is needed. The operator "transfers" some or all of his actions to the drone, replacing all of the drone's actions and using the operators skill for those actions. The transfer may give the drone more actions than it starts with, and the drone may not use its own actions while under the control of another unit.

If using remote-control, the operator suffers a -1 penalty due to lag time and if piloting through satellite uplink, there is a -2 penalty for lag. Wire-guided drones suffer no penalties, but the wire can be cut. Each round the operator must make a piloting test vs. the ground MP cost of the terrain the vehicle ends in. If the test is failed, one action must be spent to free the wire, as it is now stuck. If the test is fumbled, the wire snaps and the vehicle is no longer capable of being controlled by the wire. Any damage effect that would injure or kill the crew removes the drone's ability to receive instruction, forcing it to rely on its own actions if it has any. Drones unable to act or receive instructions are considered "destroyed" for tactical purposes. A Drone may only receive instructions from one unit per turn, but a controlling unit may direct the actions of multiple Drones per turn.

5.4.4 Special Attacks

Burst Fire

Missile RoF is listed incorrectly, replace with: Systems with the Missile type, as they are vulnerable to anti-missile fire, do not follow the same RoF ammo consumption rules as other weapons. Instead, they follow the exponential progression of $2^{(RoF)}$. So RoF +1 = 2 ammo, +2 = 4 ammo, +3=8 ammo, +4 = 16 and so on

Indirect Fire

Remove "Indirect fire may not be used in the air or space, and suffers a -1 penalty in environment with gravity of 0.5 gees or less, and -1 for each gee above one." Indirect fire can function in other environments and any mods to rolls will be situation or scenario specific.

Anti-Missile fire

Units coming under attack from a Missile system may attempt to perform Anti-Missile Fire as a reaction to the attack. This may be attempted once per incoming attack or Swarm without spending an action. Additional attempts against the same attack or Swarm attack require spending one action per additional attempt (see below for more info). AM fire must be declared before the defensive roll, and takes place before the defensive roll. It may not be attempted against attacks coming from point blank or Melee range.

The unit attempting AM fire chooses the System with which they are firing and rolls Gunnery, adding Accuracy and ROF to the roll. Systems without the Anti-Missile perk suffer a minus six (-6) to this roll. Ammunition is spent as normal for the ROF expended. The total of this roll becomes the AM Threshold and the incoming Missile Attack is compared to this value to determine the effects of the AM Fire. If the Attack Roll is greater than the AM Threshold, the attack proceeds as normal against the defender. If the Attack roll is not greater than the AM Threshold, the MoF is subtracted from the incoming ROF. If the ROF reaches 0, or the attack was a singular missile, the attack is destroyed and does not make it to the defending unit. Against a Swarm attack, each attack in the Swarm is compared to the AM Threshold, but destroyed attacks do not count as missing the target for purposes of "breaking" the link, and thus further attacks within the link/swarm do not automatically fail. Weapons without a positive ROF may attempt AM Fire, but they may only Lower ROF by one, or destroy a singular Missile. Against Swarm attacks, this only counts towards the first attack. All

other attacks within the Swarm are not affected. Units doing AM fire may attempt more than one AM Fire per incoming Attack or Swarm, but this costs one action per additional attempt and only the highest AM Threshold is taken.

AM fire may be attempted to protect other units. This requires an action and may only be attempted if the unit being protected is within Range, Arc and Line-of-Sight of the unit attempting AM Fire. This must be declared before the attack or defense rolls of the units in question and the unit being protected must not be within Point Blank Range of the system doing AM Fire. The AM Fire works as above, but the unit using AM fire applies a Range modifier based on the distance between the unit doing AM Fire and the unit being protected.

If the GM or both players in a tactical scenario agree, the following optional rule can be used: Rather than apply the AM Threshold before the defense roll, the defender may spend an action to defend first and apply the AM Threshold to the Attack's MoS. If the AM threshold does not destroy the incoming Missiles, the attack continues at the original MoS and with the altered ROF. In the case of a Swarm, each "attack" is dealt with in this same manner. AM Fire must still be declared before the defense roll and ammunition is still spent as normal.