

VEHICLE CREW SKILLS

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Die roll	Skill	Effect
1	Exceptional	Roll for two skills. A vehicle crew may not have more than two skills.
2	Accurate	The vehicle crew can add a +1 factor to the hit/miss determination of one weapon each turn.
3	Defiant	The vehicle crew does not suffer the -3 penalty for firing after being subjected to interceptive or suppressive fire.
4	Fast reload	Roll a ten-sided die. If a 1 to 5 is rolled the vehicle crew can fire one weapon twice this turn.
5	Mechanical expertise	When the damage control system is reduced to 20% the vehicle crew still checks for repairs at the 30% level.
6	Communications expertise	The vehicle crew adds a +2 factor to all communication attempts.
7	Driving expertise	The vehicle can move through rough or difficult terrain with less delay. Compute the normal movement penalty and then cut it in half. For example, a vehicle that would have its movement cost increased by 6 inches for crossing soft ground will only have its movement cost increased by 3 inches.
8	Detection expertise	The vehicle crew adds a +1 factor to all observation/detection attempts.
9	Motivated	The vehicle crew does not suffer the -1 penalty for firing with poor morale.
10	Resilient	The vehicle crew ignores all Stunned damage results.

