Sensor Tasks

Sensors must locate a unit and lock on to it before it can become a target. The unit's UCP lists the various sensor difficulty levels for the different types of sensors carried by the unit. At any point in its movement, a unit maydeclare it is performing a sensor task on an enemy unit. Multiple sensor tasks take time; to reflect this, the sensing unit must forego the firing of one weapon battery for every sensor task performed (one sensor task costs nothing). If the craft has no weapon batteries,  
only two one-sensor tasks may be performed per turn.

Getting a good sensor lock on a target requirestwo sensor tasks-the target must first be located using a sensor scan task, upon a getting a successfulscan, the sensors must be locked onto the target using a sensor pinpoint task.

1 To locate an enemy unit with sensors'

Difficulty, Off =Computer Model Number; Def =Range (confrontation)

Referee. Use the most favorable sensor scan difficulty level from among the unit's UCP. Use the number of squares from the sensing unit to the target unit as a negative DM. Optionally, a character may use Sensor Op skill in place of the computer number.

Evaluate the results of this task as.

Extreme Failure: Scan failed.

Failure: Target located if Strong/Large

Success: Target located if it is Moderate/Medium or Strong/Large

Extreme Success: Target located

2. LockingSensorson the Target: Lockon the desired target with the following task

To lock on to an enemy unit with sensors:

Difficulty, Off = computer model number; Def =range (confrontation, uncertain).

Referee: Use the most favorable sensor pinpoint difficulty level from among the unit's UCP Use the number of squares from the sensing unit to the target unit as a negative DM. Optionally, a character may use Sensor Op skill in place of the computer number. If the player's task fails, the sensor lock-onfailed, but some benefit may still be gained, as follows:

Some truth: Give unit displacement, power, but incorrect type.

Total truth: Give unit displacement, power, and correct type.

Note: Some examplesof type include: Expressboat, Regal class battlecruiser, and so on.