

ABDUCTION BEAM

Ships with an Abduction Beam are able to pick up items and transport them aboard without having to land first. Characters wishing to use the Beam must make a successful Coordination + Transport roll, with the Difficulty determined by the size, weight, and speed of the item they're trying to pick up. See the table on the following page for some suggested difficulty ratings.

ITEM	DIFFICULTY TO 'ABDUCT'
A human being standing still	2
A human being moving at speed	4
A small, stationary vehicle	6
A small, moving vehicle	8
A large, stationary vehicle	8
A large, moving vehicle	10
A small spaceship close by	12
A large object moving at fast speed	12

[spaceship](#)

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