COMMANDING OFFICER REFERENCE

MINOR ACTIONS

- **INTERACT:** The character interacts with an object in the environment.

- **CHANGE POSITION:** The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.

- **PREPARE:** The character prepares for a Task.

- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

5903

OVERRIDE

SHIPS LOG

EX COMM

79033

FLIGHT CONTROL

INT COMM

65

EMERG OVERRIDE

ROLL	DAMAGE
1	1 damage
2	2 damage
3	no damage
4	no damage
5	1 damage, Damage Effect
6	1 damage, Damage Effect

D6 · DAMAGE ROLL

CONTROL

SYSTEMS

TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.

- **PASS:** The character chooses not to attempt a Task.

- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.

- **DIRECT:** The CO provides clear, concise orders. Choose one other officer currently on the bridge; that officer attempts a single Task, determined by the CO. The CO assists this Task using their Command Discipline.

- **RALLY:** The CO inspires and coordinates the crew, attempting a **Presence + Command Task** with a Difficulty of 0, to generate Momentum.

LCARS MODE

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MISSION STATUS

RULES SUMMARY

TASKS

1. Choose one Attribute and one Discipline, and one Focus.
   Add together Attribute and Discipline to get Target Number.

2. Gamemaster sets Difficulty.

3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
   A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
   B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
   C. Each die that rolls a 20 causes a Complication.

4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.

5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

ALERT STATUS

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.

- Dice may be bought by the following methods:
  Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  Adding Threat to the Gamemaster's pool.
  Spend 1 Determination; gain 1d20 which has already rolled a 1. **Requires an applicable Value.** Must always be the first die bought.

- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable*. 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.

- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.

- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.

- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

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VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  Add an extra d20 that has already rolled a 1.
  Re-roll any dice in your dice pool. Perform an extra Task immediately. Create an Advantage.

- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.

- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.

COMMUNICATIONS AND INTERNAL SYSTEMS REFERENCE
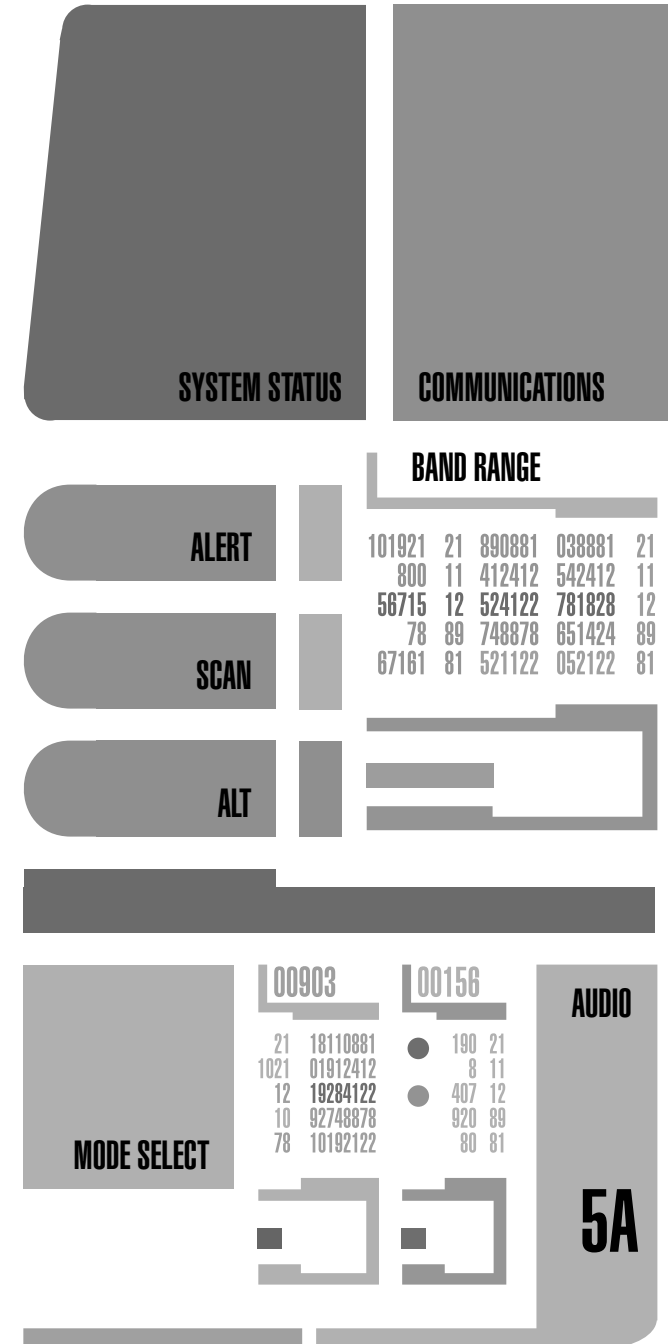
MINOR ACTIONS

INTERACT: The character interacts with an object in the environment.

CHANGE POSITION: The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.

PREPARE: The character prepares for a Task.

RESTORE: The character clears some minor problem or fault with a system, restoring it to function.

COMMUNICATION TASKS

ASSIST: The character nominates a single ally they can communicate with, and assists that character's Task.

PASS: The character chooses not to attempt a Task.

READY: The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

OVERRIDE: The character may attempt a Task from any other role, but increasing the Difficulty by 1.

HAILING FREQUENCIES OPEN: Establish a communications link with a ship, facility, or other place that can receive subspace or similar transmissions. Nothing requires that the contacted vessel, etc, respond to a hail.

RESPOND TO HAIL: Functionally the same as the Hailing Frequencies Open action, though this action is taken in response to being hailed. Success means that both vessels can communicate visual, audio, and data freely, though Complications or other circumstances may limit some of these.

SIGNALS JAMMING: Attempt to jam the target's ability to communicate. **Control + Engineering**, assisted by ship's **Communications + Security**, Difficulty 1, 2, or 3 (Player chooses, higher Difficulty gets bigger results).

DAMAGE REPORT: Insight + Command Task, assisted by the ship's **Communications + Engineering**, with a Difficulty of 1. If successful, reduce the Difficulty of one Task to perform repairs by 1.

INTERNAL SYSTEMS TASKS

ASSIST: The character nominates a single ally they can communicate with, and assists that character's Task.

PASS: The character chooses not to attempt a Task.

READY: The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

OVERRIDE: The character may attempt a Task from any other role, but increasing the Difficulty by 1.

POWER MANAGEMENT: Daring or **Control + Engineering Task** with a Difficulty of 2, which can Succeed at Cost. On success, the ship gains one Power, +1 Power per Momentum spent (Repeatable).

REGENERATE SHIELDS: Control + Engineering, Difficulty 1, assisted by ship's **Structure + Engineering**; +1 Difficulty if Shields are 0. Success means ship regains 2 Shields, +2 per Momentum (Repeatable).

DAMAGE CONTROL: The officer despatches a damage control team, which attempts to repair a damaged system (**Presence + Engineering**, Difficulty varies).

TRANSPORTERS: Operate ship's transporters. **Control + Engineering**, Difficulty 2, assisted by **Sensors + Engineering**. Circumstances may change Difficulty.

SYSTEM STATUS

COMMUNICATIONS

ALERT

SCAN

ALT

BAND RANGE

101921	21	890881	038881	21
800	11	412412	542412	11
56715	12	524122	781828	12
78	89	748878	651424	89
67161	81	521122	052122	81

MODE SELECT

00903   00156

AUDIO

21	18110881		190	21
1021	01912412	●	8	11
12	19284122	●	407	12
10	92748878		920	89
78	10192122		80	81

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RULES SUMMARY

TASKS

1. Choose one Attribute and one Discipline, and one Focus.
   Add together Attribute and Discipline to get Target Number.

2. Gamemaster sets Difficulty.

3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
   A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
   B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
   C. Each die that rolls a 20 causes a Complication.

4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.

5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.

- Dice may be bought by the following methods:
  Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  Adding Threat to the Gamemaster's pool.
  Spend 1 Determination; gain 1d20 which has already rolled a 1. **Requires an applicable Value.** Must always be the first die bought.

- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable*. 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.

- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.

- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.

- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  Add an extra d20 that has already rolled a 1.
  Re-roll any dice in your dice pool. Perform an extra Task immediately. Create an Advantage.

- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.

- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.

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HELM AND NAVIGATION REFERENCE

MINOR ACTIONS

INTERACT: The character interacts with an object in the environment.

CHANGE POSITION: The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.

PREPARE: The character prepares for a Task.

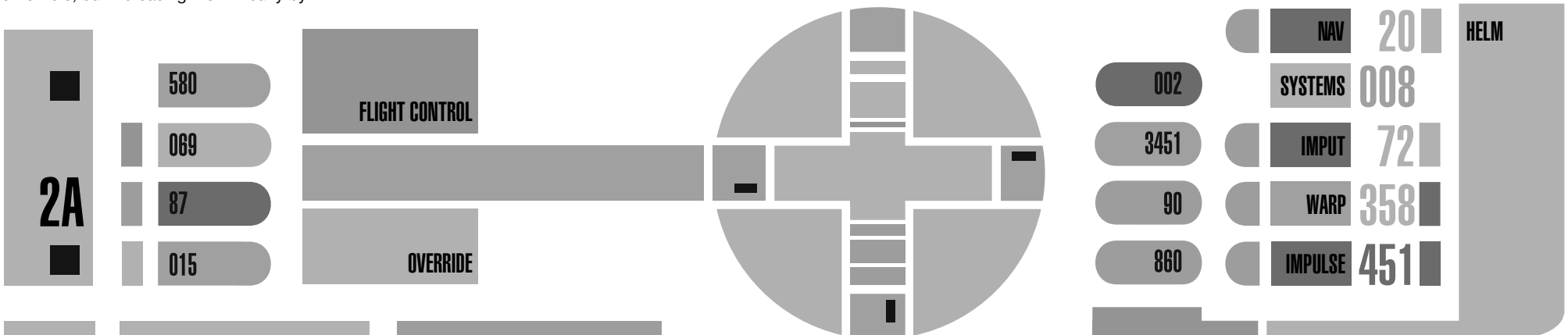**RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

HELM TASKS

ASSIST: The character nominates a single ally they can communicate with, and assists that character's Task.

PASS: The character chooses not to attempt a Task.

READY: The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

OVERRIDE: The character may attempt a Task from any other role, but increasing the Difficulty by 1.

MANEUVER: The flight controller uses the ship's thrusters to adjust position and moves to anywhere within Medium range.

IMPULSE: The flight controller uses the ship's impulse engines to adjust position and move to anywhere within Long range. Power Requirement of 1.

WARP: The flight controller uses the ship's warp drive to move two or more zones. Power Requirement equal to the number of zones to be moved.

EVASIVE ACTION: Control + Conn Task with a Difficulty of 1 assisted by the ship's **Structure + Conn**. Until the flight controller's next Task, all attacks against the ship, and all attacks made by the ship, increase their Difficulty by 1. Power requirement 1.

ATTACK PATTERN: Daring + Conn Task, Difficulty 2, assisted by the ship's **Weapons + Conn**. If successful, reduce attack Difficulty by 1 (Minimum 1, gain 1 Momentum if already at 1) until the flight controller's next Turn. Power requirement 1.

RAMMING SPEED: (Attack) **Daring + Conn**, Difficulty 2, assisted by **Engines + Conn**. +1 Difficulty per range beyond Close. Damage is 2+Scale   Spread, Vicious 1, Devastating, but ramming ship also receives damage (Scale   , Spread, Vicious 1, Devastating).

NAVIGATION TASKS

ASSIST: The character nominates a single ally they can communicate with, and assists that character's Task.

PASS: The character chooses not to attempt a Task.

READY: The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

OVERRIDE: The character may attempt a Task from any other role, but increasing the Difficulty by 1.

PLOT COURSE: Reason + Conn Task, assisted by the ship's **Computers + Conn**, with a Difficulty of 3. If successful, the next Task the helmsman attempts reduces in Difficulty by 1. Reduce the Difficulty by a further one for every two Momentum spent (Repeatable).

CHART HAZARD: Reason + Conn Task, assisted by the ship's **Sensors + Conn**, with a Difficulty of 3. If successful, nominate a single hazard or other dangerous phenomenon nearby; the Difficulty of any Task to avoid that hazard is reduced by 2. The Navigator can nominate one additional hazard or dangerous phenomenon for every two Momentum spent.

		HELM
NAV	20	
002	SYSTEMS	008
3451	IMPUT	72
90	WARP	358
860	IMPULSE	451

2A
580
069
87
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FLIGHT CONTROL

OVERRIDE

RULES SUMMARY

TASKS

1. Choose one Attribute and one Discipline, and one Focus.
   Add together Attribute and Discipline to get Target Number.

2. Gamemaster sets Difficulty.

3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
   A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
   B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
   C. Each die that rolls a 20 causes a Complication.

4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.

5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.

- Dice may be bought by the following methods:
  Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  Adding Threat to the Gamemaster's pool.
  Spend 1 Determination; gain 1d20 which has already rolled a 1. **Requires an applicable Value.** Must always be the first die bought.

- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable*. 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.

- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.

- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.

- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  Add an extra d20 that has already rolled a 1.
  Re-roll any dice in your dice pool. Perform an extra Task immediately. Create an Advantage.

- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.

- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.

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SECURITY OVERSIGHT AND TACTICAL REFERENCE

MINOR ACTIONS

- **INTERACT:** The character interacts with an object in the environment.

- **CHANGE POSITION:** The character moves to any other station on the bridge, or by taking three *Change Position* Minor Actions, can move to any other location on the ship

- **PREPARE:** The character prepares for a Task.

- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

- **RAISE/LOWER SHIELDS:** (Tactical only.) The shields are raised or lowered. If the shields are down, the ship has Shields 0. When raised, they go immediately to their maximum, or to their previous score (if lower). You cannot raise and lower shields during the same Round.

SECURITY OVERSIGHT TASKS

- **DEPLOY SECURITY:** The officer sends a security team to the chosen location, then attempts a **Presence + Security Opposed Task**, normally Difficulty 1, opposed by the intruders.
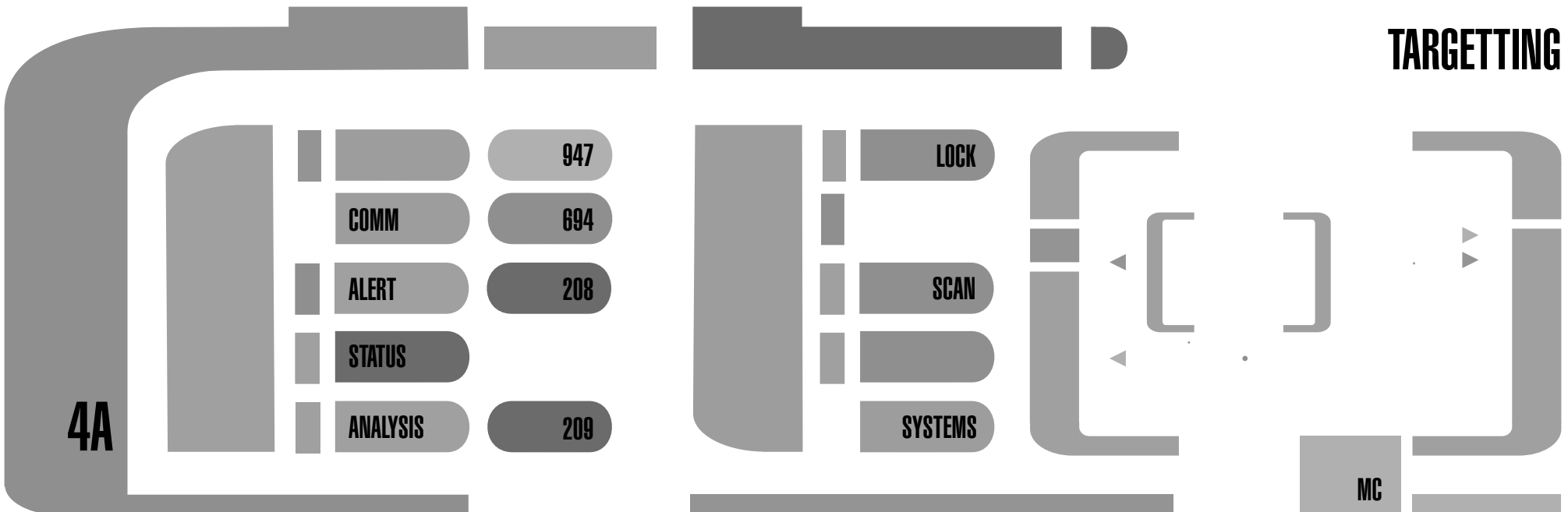
TACTICAL TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.

- **PASS:** The character chooses not to attempt a Task.

- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.

FIRE WEAPON: The tactical officer nominates a single active weapon system on board the ship, chooses a viable target for that weapon, and makes an attack. This is a **Control + Security Task**, assisted by the ship's **Weapons + Security**.

- **MODULATE SHIELDS: Control + Security Task**, assisted by the ship's **Structure + Engineering**, with a Difficulty of 2. If successful, the ship gains +1 Resistance, +1 per Momentum spent (Repeatable) until it next suffers one or more damage.

- **TRACTOR BEAM:** Engage a tractor beam on a nearby object or vessel. This requires a **Control + Security Task**, assisted by the ship's **Weapons + Security** with a Difficulty of 2, and can only be directed at a target within Close range.

TARGETTING

COMM	947
ALERT	694
STATUS	208
ANALYSIS	209

LOCK

SCAN

SYSTEMS

4A

MC

RULES SUMMARY

TASKS

1. Choose one Attribute and one Discipline, and one Focus.
   Add together Attribute and Discipline to get Target Number.

2. Gamemaster sets Difficulty.

3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
   A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
   B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
   C. Each die that rolls a 20 causes a Complication.

4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.

5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.

- Dice may be bought by the following methods:
  Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  Adding Threat to the Gamemaster's pool.
  Spend 1 Determination; gain 1d20 which has already rolled a 1. **Requires an applicable Value.** Must always be the first die bought.

- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable*. 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.

- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.

- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.

- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  Add an extra d20 that has already rolled a 1.
  Re-roll any dice in your dice pool. Perform an extra Task immediately. Create an Advantage.

- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.

- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.

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SENSORS AND INTERNAL SYSTEMS REFERENCE

MINOR ACTIONS

INTERACT: The character interacts with an object in the environment.

CHANGE POSITION: The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.

PREPARE: The character prepares for a Task.

RESTORE: The character clears some minor problem or fault with a system, restoring it to function.

SENSOR TASKS

ASSIST: The character nominates a single ally they can communicate with, and assists that character's Task.

PASS: The character chooses not to attempt a Task.

READY: The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
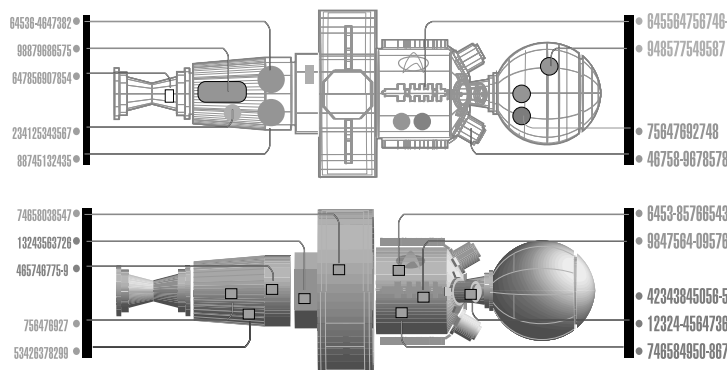
OVERRIDE: The character may attempt a Task from any other role, but increasing the Difficulty by 1.

SENSOR SWEEP: Reason + Sciences Task, assisted by the ship's **Sensors + Sciences**, with a Difficulty of 0. Interference, ambient conditions, or particularly unusual or unfamiliar phenomena should increase this Difficulty.

SCAN FOR WEAKNESS: Control + Sciences Task with a Difficulty of 1, assisted by the ship's **Sensors + Security**. If this succeeds, then the vessel's next attack, before the end of the sensor operator's next Turn, gains the Piercing 2 Quality.

LAUNCH PROBE: Reduces the Difficulty of Tasks to make a *Sensor Sweep* with regards to phenomena near the probe by 2, and means that hazards that result from proximity to the phenomena affect the probe instead of the vessel.

INTERNAL SYSTEMS TASKS

ASSIST: The character nominates a single ally they can communicate with, and assists that character's Task.

PASS: The character chooses not to attempt a

READY: The character declares that they are waiting for a particular situation or event to occur before attempting a Task.

OVERRIDE: The character may attempt a Task from any other role, but increasing the Difficulty by 1.

POWER MANAGEMENT: Daring or **Control + Engineering Task** with a Difficulty of 2, which can Succeed at Cost. On success, the ship gains one Power, +1 Power per Momentum spent (Repeatable).

REGENERATE SHIELDS: Control + Engineering, Difficulty 1, assisted by ship's **Structure + Engineering**; +1 Difficulty if Shields are 0. Success means ship regains 2 Shields, +2 per Momentum (Repeatable).

DAMAGE CONTROL: The officer despatches a damage control team, which attempts to repair a damaged system (**Presence + Engineering**, Difficulty varies).

TRANSPORTERS: Operate ship's transporters. **Control + Engineering**, Difficulty 2, assisted by **Sensors + Engineering**. Circumstances may change difficulty.

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234125343567
88745132435

845564756746-
948577549587
75647692748
46758-9678578

74858038547
132435637728
465746775-9
756476927
53426378289

6453-85768543
9847564-09576
42343845056-5
12324-4564736
748584958-867

SYSTEMS CALIBRATION - 534

PROBE

SELECT

STATUS

SCAN

ANALYSIS

98383	9022	3422	2232	53232	3242
6444	4938	34		43672	4344
28033	67	56777		6433	45
79597		45432		5977	
90038	29844		2432	3234	42412
67	4542	3432	343	530	56332
78505	56	67	7900	34545	54353
5653	7890	3322	33222	56443	865
34344	300	78	4322	3532	

RULES SUMMARY

TASKS

1. Choose one Attribute and one Discipline, and one Focus.
   Add together Attribute and Discipline to get Target Number.

2. Gamemaster sets Difficulty.

3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
   A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
   B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
   C. Each die that rolls a 20 causes a Complication.

4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.

5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.

- Dice may be bought by the following methods:
  Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  Adding Threat to the Gamemaster's pool.
  Spend 1 Determination; gain 1d20 which has already rolled a 1.
  Requires an applicable Value. Must always be the first die bought.

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COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable*. 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.

- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.

- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.

- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

VALUES

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  Add an extra d20 that has already rolled a 1.
  Re-roll any dice in your dice pool. Perform an extra Task immediately. Create an Advantage.

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CONFLICT REFERENCE

COMBAT ACTIONS

At the start of a Turn a character may attempt one Minor Action and one Task.

- *Extra Minor Action* (Momentum spend) – Take an additional Minor Action. Each Minor Action may only be taken once.
- *Swift Task* (Momentum spend) – Attempt a second Task, increasing Difficulty of that Task by 1.
- *Determination* – spend one point of Determination, citing a Value, to attempt a second Task, increasing the Difficulty by Each Minor Action can only be attempted once per Turn. Only a maximum of two Tasks may be attempted per Turn.

MINOR ACTIONS

- **AIM:** Re-roll a single d20 made on an attack this Turn.

- **DRAW ITEM:** Pick up an item within Reach, or draw a weapon or other item.

- **DROP PRONE:** Drop to the ground increasing Difficulty of ranged attacks targeting you.

- **INTERACT:** Interact with an object in the environment.

- **MOVEMENT:** Move to any point within Medium range. This action cannot be taken if you have already taken another movement related action.

- **PREPARE:** Prepare for a Task. Some Tasks or weapons require this Minor Action.

- **STAND:** If prone, stand, losing all the benefits and disadvantages of being prone. You may not stand and drop prone in the same Turn.

COMBAT TASKS

- **ASSIST:** Nominate a single ally you can communicate with, and assist their next Task.

- **ATTACK:** Attack an enemy or another viable target.

- **CREATE ADVANTAGE:** Create an Advantage, or remove a Complication. Difficulty 2.

- **DIRECT:** (Commanding officers only) Nominate a single other character present, who may immediately attempt a single Task, assisted by the commanding officer.

- **GUARD:** Difficulty 0 (or 1 to guard an ally), increase the Difficulty of attacks you or the ally character by 1.

- **PASS:** Choose not to attempt a Task.

- **READY:** Declare that you are waiting for a specific event to occur before attempting a Task.

- **RECOVER:** Get behind cover, and attempt a **Fitness + Command Task** with a Difficult of 2. Gain one additional Resistance for each Effect rolled on Cover Dice and regain the ability to *Avoid an Injury*. (Regain 2 Stress per Momentum spent)

- **SPRINT: Fitness + Security Task**, Difficulty 0. Success means you move one zone, one additional zone per Momentum spent (repeatable).

- **FIRST AID:** A **Daring + Medicine Task**, Difficulty 1. Success means the injured character is stabilized but remains incapacitated.

- **OTHER TASKS:** At the discretion of the GM.

ATTACKS AND DAMAGE

- **MELEE: Daring + Security Task** with a Difficulty of 1, opposed by the target's **Daring + Security**. If the target wins the Opposed Task, then they are considered to have made a successful attack instead.

RANGED: Control + Security Task with a Difficulty of 2. +1 Difficulty if there is an enemy within Reach of the attacker. Complication range increases by 1 if there are creatures within Reach of the target; a Complication may indicate that a different target is struck by the attack.

If successful, roll the number of for the attack or hazard's damage rating. The total rolled is amount of damage the attack or hazard inflicts.

If the target has any Resistance Dice (from Cover, etc), roll those, and add to any static Resistance the character has. The total is the character's Resistance for that attack.

Reduce the total damage by the total Resistance before applying Stress for each point of remaining damage.
- If the character suffers **five or more damage** from a single attack or hazard the character suffers an **Injury**.
- If the character is **reduced to 0 Stress** by that attack or hazard, they suffer an **Injury**.
- If the character **had 0 Stress** before the attack or hazard, and takes damage, the character suffers an **Injury**.

An Injury incapacitates the target and they can no longer act.

Avoid an Injury (**Immediate**): Spend 2 Momentum, or suffer a Complication, to avoid the Injury. **Only once per scene.**

LCARS MODE   FORMAT   RANGE

CONFLICT MOMENTUM SPENDS

COMBAT MOMENTUM (PERSONAL)

MOMENTUM SPEND	COST	EFFECT
Create Opportunity	1+ (I,R)	The character gains one extra d20 on their Task (1 for +1d20, 3 for +2d20, 6 for +3d20).
Create Problem	2 (I,R)	The character increases the Difficulty of an enemy Task by 1 (maximum +3).
Obtain Information	1 (R)	Ask the Gamemaster a question about the current situation.
Create Advantage	2	Establish a fact about the scene, or remove a Complication.
Keep the Initiative	2 (I)	Pass the action order to an ally instead of the enemy; may only be done once before the enemy has taken at least one action.
Extra Minor Action	1 (I,R)	Take an additional Minor Action.
Bonus Damage	1 (R)	A character can increase the damage inflicted by a successful attack. Each Momentum spent adds +1 damage.
Disarm	2	One weapon held by the target is knocked away and falls to the ground within Reach.
Penetration	1 (R)	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.
Re-Roll Damage	1	The player may re-roll any number of ⁁ from the current attack.
Secondary Target	2	A second target within Reach of the attack's target is also affected by the attack, and suffers half the attack's damage, rounding down.
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by 1.

COMBAT MOMENTUM (STARSHIP)

MOMENTUM SPEND	COST	EFFECT
Create Opportunity	1+ (I,R)	The character gains one extra d20 on their Task (1 for +1d20, 3 for +2d20, 6 for +3d20).
Create Problem	2 (I,R)	The character increases the Difficulty of an enemy Task by 1 (maximum +3).
Obtain Information	1 (R)	Ask the Gamemaster a question about the current situation.
Create Advantage	2	Establish an Advantage in the scene, or remove a Complication.
Keep the Initiative	2 (I)	Pass the action order to an ally instead of the enemy; may only be done once before the enemy has taken at least one action.
Extra Minor Action	1 (I,R)	Take an Additional Minor Action.
Bonus Damage	1 (R)	A character can increase the damage inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds +1 damage.
Penetration	1 (R)	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.
Re-Roll Damage	1	The player may re-roll any number of ⁁ from the current attack.
Devastating Attack	2	Roll an additional system; that system suffers an additional hit dealing half the attack's damage, rounding up.
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by 1.
Power Loss	1 (R)	The attack also removes one point of the target's Power.

STATUS

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OSCILLATION OVERTHRUSTER

LCARS MODE

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96822	90	89323	403
5733	2U22	9073	4777
890233	8393	83722	20383