

Starship Combat Minor Actions

Interact	Interact with an object in the environment. Routine ship systems that aren't covered.
Change position	Move to another station on the bridge or any location on the ship. If station is unmanned, take over immediately. Otherwise wait for officer to leave station. If moving to another location on the ship, arrive their next turn.
Prepare	Prepare for a task. Some tasks require this before the task can be attempted
Raise/Lower shield	TACTICAL ONLY. Without raising shields, shields at 0. If raising, either at full strength or at lower strength if damage taken in the same scene
Restore	Perform minor repairs to bring systems back online

1st minor action is free. Additional minor actions costs 1 momentum

Generic Starship Combat Tasks

Assist	Nominate a single ally they can communicate with. Declare how you'll give aid including attribute, discipline, and focus. During ally's task, character provides assistance
Create Advantage	Task with difficulty 2. If successful, create an advantage. GM may allow ship assist
Pass	Don't attempt a task. If you've taken no minor actions, then can act later in the round instead
Ready	Declare waiting on specific situation before attempting task. Task MUST be attempted when situation occurs. When trigger occurs, interrupt turn to resolve the Ready task
Other Tasks	Discretion of GM
Override	Override the controls of another role. May attempt any other role's task but with +1 difficulty

Can never attempt more than 2 tasks in a round

Communication Tasks

	Power	Difficulty	Attribute	Discipline	Ship system	Ship Department
Hailing Freq Open		0	Control	Engineering	Communications	Engineering
Respond to Hail		0	Control	Engineering	Communications	Engineering
Intercept		level of encryption	Insight	Control	Engineering	Security
Signal Jamming	1	1,2,3	Control	Engineering	Communications	Security
Damage Report		1	Insight	Command	Communications	Engineering

Hailing frequency increases difficulty is encrypting

Respond to hail can be difficulty with complications

Intercept can use CONTROL + ENGINEERING to reduce difficulty by 1 if they have knowledge of codes and cyphers. Success means contents are known

IF damage report successful, reduce difficulty of repair task by 1. Affect 1 more repair task with 1 momentum (R) or reduce difficulty by +1 for two momentum (R)