

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. Delcare 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

CONN Tasks

	Power	Difficulty	Attribute	Discipline	Ship system	Ship Department
Maneuver		0	Control	Conn	Engines	Conn
Impulse	1	0	Control	Conn	Engines	Conn
Warp	1 per zone	0	Control	Conn	Engines	Conn
Evasive Action	1	2	Daring	Conn	Structure	Conn
Attack Pattern	1	2	Daring	Conn	Weapons	Conn
Ramming Speed	1	2+1 per range beyond close	Daring	Conn	Engines	Conn
Plot Course		3	Reason	Conn	Computers	Conn
Chart Hazard		3	Reason	Conn	Sensors	Conn

Maneuver allows movement anywhere within Medium range.

Impule allows movement anywhere within Long range

Evasive actions increase difficulty of attacks against ship by 1

Ramming speed damage = 2+ships scale with spread, vicious 1, and devastating

Plot course reduce difficulty by 1 for every 2 momentum spent (R)

Successful chart hazard reduces difficulty of task to avoid hazard by 2. Can nominate additional hazard for 2 momentum