

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

Internal Systems/Engineering Tasks

	Power	Difficulty	Attribute	Discipline	Ship system	Ship Department
Power Management		2	Daring	Control		
Damage Control		by sytem damage	Presence			
On-site Repair		by system damage	Daring	Control		
Regenerate Shields	1	1, but 2 if 0 shields	Control		Structure	Engineering
Transporters	1	2+modifiers	Control		Sensors	Engineering

Power management can succeed at cost (additional complication on top of others rolled). May exceed max ship power

Regenerate shields adds 2 shields if successful. Add 2 more shields per momentum spent.

Transporter difficulty increases by 1 if target is not on pad and 1 if destination is not on pad.(Point to point) Can be performed from any transporter room, reducing difficulty by 1

Any Internal Systems task attempted from Engineering decreases difficulty by 1 (except transporters)