

# 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

# Tactical Tasks

	Power	Difficulty	Attribute	Discipline	Ship system	Ship Department
Deploy Security		1(opposed)	Presence <input type="checkbox"/>	Security <input type="checkbox"/>		
Internal Sensors		1	Reason <input type="checkbox"/>	Security <input type="checkbox"/>	Sensors <input type="checkbox"/>	Security <input type="checkbox"/>
Int. Containment Fields		by threat	Reason <input type="checkbox"/>	Security <input type="checkbox"/>	Structure <input type="checkbox"/>	Security <input type="checkbox"/>
Raise Lower Shields		minor action	<input type="checkbox"/>	<input type="checkbox"/>		
Fire Weapon	0, or 1-3	2- energy; 3 - torpedo	Control <input type="checkbox"/>	Security <input type="checkbox"/>	Weapons <input type="checkbox"/>	Security <input type="checkbox"/>
Modulate Shields	1	2	Control <input type="checkbox"/>	Security <input type="checkbox"/>	Structure <input type="checkbox"/>	Engineering <input type="checkbox"/>
Tractor Beam		2	Control <input type="checkbox"/>	Security <input type="checkbox"/>	Structure <input type="checkbox"/>	Security <input type="checkbox"/>

Internal Sensors usually use momentum to "Gain Information"

Containment Field difficulty based on based on strength of intruders. Intruders may attempt to overcome containmen with 1 plus number of momentum

Can't modulate shields at 0. If successful, ship's resistance +1 and +1 per momentum spent. Lasts until the next time ship suffers damage after resist.

Difficulty to break tractor beam is based on scale of the ship (Mazu = 4)