

# 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  | Security   |             |                 |
| Internal Sensors        |           | 1                      | Reason    | Security   | Sensors     | Security        |
| Int. Containment Fields |           | by threat              | Reason    | Security   | Structure   | Security        |
| Raise Lower Shields     |           | minor action           |           |            |             |                 |
| Fire Weapon             | 0, or 1-3 | 2- energy; 3 - torpedo | Control   | Security   | Weapons     | Security        |
| Modulate Shields        | 1         | 2                      | Control   | Security   | Structure   | Engineering     |
| Tractor Beam            |           | 2                      | Control   | Security   | Structure   | Security        |

**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)**