COMMUNICATIONS AND INTERNAL SYSTEMS REFERENCE

MINOR ACTIONS

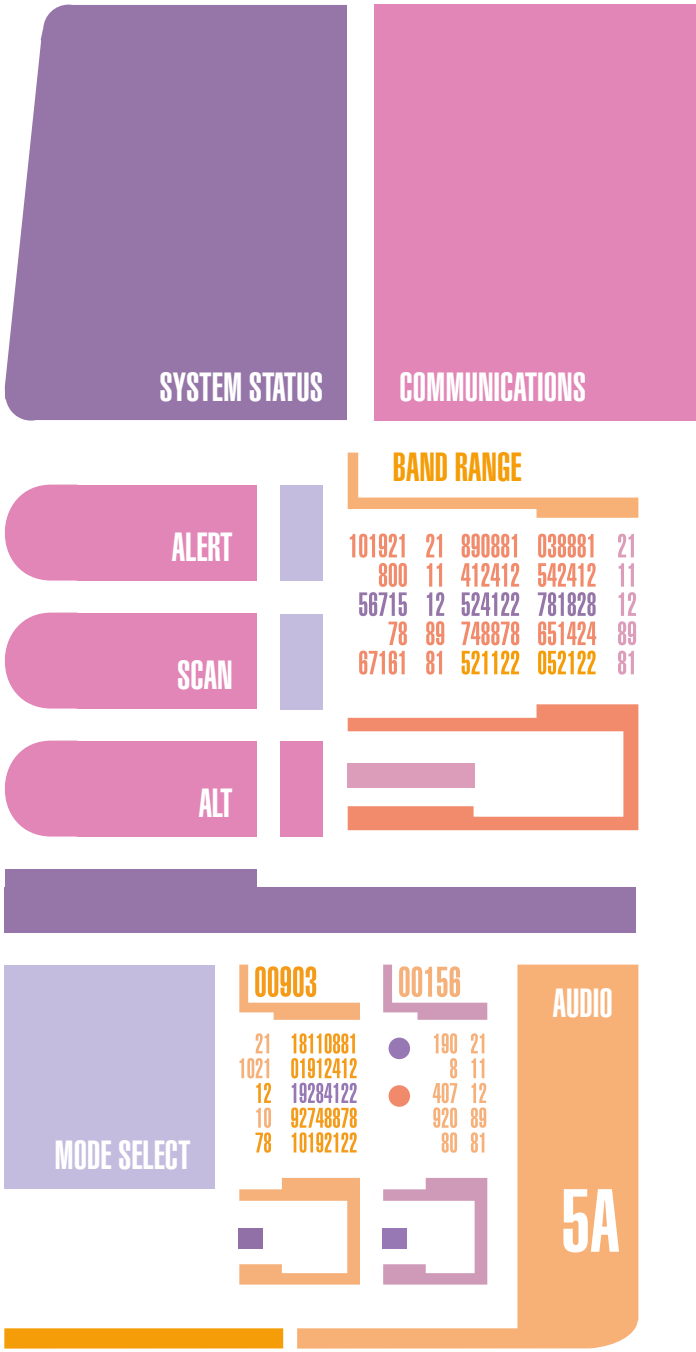
- **INTERACT:** The character interacts with an object in the environment.
- **CHANGE POSITION:** The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.
- **PREPARE:** The character prepares for a Task.
- **RESTORE:** The character clears some minor problem or fault with a system, restoring it to function.

COMMUNICATION TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **HAILING FREQUENCIES OPEN:** Establish a communications link with a ship, facility, or other place that can receive subspace or similar transmissions. Nothing requires that the contacted vessel, etc, respond to a hail.
- **RESPOND TO HAIL:** Functionally the same as the Hailing Frequencies Open action, though this action is taken in response to being hailed. Success means that both vessels can communicate visual, audio, and data freely, though Complications or other circumstances may limit some of these.
- **SIGNALS JAMMING:** Attempt to jam the target's ability to communicate. **Control + Engineering**, assisted by ship's **Communications + Security**, Difficulty 1, 2, or 3 (Player chooses, higher Difficulty gets bigger results).
- **DAMAGE REPORT:** **Insight + Command Task**, assisted by the ship's **Communications + Engineering**, with a Difficulty of 1. If successful, reduce the Difficulty of one Task to perform repairs by 1.

INTERNAL SYSTEMS TASKS

- **ASSIST:** The character nominates a single ally they can communicate with, and assists that character's Task.
- **PASS:** The character chooses not to attempt a Task.
- **READY:** The character declares that they are waiting for a particular situation or event to occur before attempting a Task.
- **OVERRIDE:** The character may attempt a Task from any other role, but increasing the Difficulty by 1.
- **POWER MANAGEMENT:** **Daring** or **Control + Engineering Task** with a Difficulty of 2, which can Succeed at Cost. On success, the ship gains one Power, +1 Power per Momentum spent (Repeatable).
- **REGENERATE SHIELDS:** **Control + Engineering**, Difficulty 1, assisted by ship's **Structure + Engineering**; +1 Difficulty if Shields are 0. Success means ship regains 2 Shields, +2 per Momentum (Repeatable).
- **DAMAGE CONTROL:** The officer despatches a damage control team, which attempts to repair a damaged system (**Presence + Engineering**, Difficulty varies).
- **TRANSPORTERS:** Operate ship's transporters. **Control + Engineering**, Difficulty 2, assisted by **Sensors + Engineering**. Circumstances may change Difficulty.



RULES SUMMARY

TASKS

1. Choose one Attribute and one Discipline, and one Focus.
   Add together Attribute and Discipline to get Target Number.

2. Gamemaster sets Difficulty.

3. Roll 2d20, plus any extra d20s bought (see below). Each die that rolls equal or under the Target Number scores 1 success.
   A. If there is a Focus, each die that rolls equal or under the Discipline used scores 1 extra success.
   B. If there isn't a Focus, each die that rolls 1 scores 1 extra success.
   C. Each die that rolls a 20 causes a Complication.

4. If successes equal or beat Difficulty, then Task is successful, otherwise it fails. Any successes above the Difficulty become Momentum.

5. The Gamemaster describes the Task's outcome, and the Player may spend Momentum to improve the outcome.

BUYING EXTRA DICE

- A character may buy up to three additional dice before attempting a Task.

- Dice may be bought by the following methods:
  - Spending saved Momentum from the group's pool. First die costs 1, second costs 2, third costs 3.
  - Adding Threat to the Gamemaster's pool.
  - Spend 1 Determination; gain 1d20 which has already rolled a 1. **Requires an applicable Value.** Must always be the first die bought.

- Additionally, characters may have assistance on a Task. This doesn't count towards the normal limit. The assisting character rolls 1d20, against an Attribute and Discipline of their choice, and adds successes rolled to any rolled by the character being assisted.

COMMON USES OF MOMENTUM

Immediate uses can be used outside of a successful Task paid for out of the Group Pool or by adding to Threat. Repeatable uses can be used multiple times per Task/Round.

- **CREATE OPPORTUNITY:** *Immediate, Repeatable*. 1 Momentum to purchase +1d20 for a Task, 3 to purchase +2d20, or 6 to purchase +3d20.

- **CREATE PROBLEM:** *Immediate, Repeatable.* Spend 2 Momentum to increase the Difficulty of an enemy Task by 1.

- **OBTAIN INFORMATION:** *Repeatable.* Ask the Gamemaster one question about the situation, that must be answered truthfully.

- **CREATE ADVANTAGE:** Spend 2 Momentum to create an Advantage, or remove a Complication.

VALUES

- If a character has a Value which positively affects their current Task, they may spend one Determination to do one of the following:
  - Add an extra d20 that has already rolled a 1.
  - Re-roll any dice in your dice pool.
  - Perform an extra Task immediately.
  - Create an Advantage.

- If a character has a Value which would negatively affect their current Task, they may take one Complication to regain one Determination.

- Once per session, if a character has a Value which would negatively affect the current Task, they may challenge the Value; gain one Determination, and cross out the Value – it will be rewritten after the mission.

