CONFLICT REFERENCE

COMBAT ACTIONS

At the start of a Turn a character may attempt one Minor Action and one Task.

- *Extra Minor Action* (Momentum spend) – Take an additional Minor Action. Each Minor Action may only be taken once.
- *Swift Task* (Momentum spend) – Attempt a second Task, increasing Difficulty of that Task by 1.
- *Determination* – spend one point of Determination, citing a Value, to attempt a second Task, increasing the Difficulty by 1.

Each Minor Action can only be attempted once per Turn. Only a maximum of two Tasks may be attempted per Turn.

MINOR ACTIONS

- **AIM:** Re-roll a single d20 made on an attack this Turn.
- **DRAW ITEM:** Pick up an item within Reach, or draw a weapon or other item.
- **DROP PRONE:** Drop to the ground increasing Difficulty of ranged attacks targeting you.
- **INTERACT:** Interact with an object in the environment.
- **MOVEMENT:** Move to any point within Medium range. This action cannot be taken if you have already taken another movement related action.
- **PREPARE:** Prepare for a Task. Some Tasks or weapons require this Minor Action.
- **STAND:** If prone, stand, losing all the benefits and disadvantages of being prone. You may not stand and drop prone in the same Turn.

COMBAT TASKS

- **ASSIST:** Nominate a single ally you can communicate with, and assist their next Task.
- **ATTACK:** Attack an enemy or another viable target.
- **CREATE ADVANTAGE:** Create an Advantage, or remove a Complication. Difficulty 2.
- **DIRECT:** (Commanding officers only) Nominate a single other character present, who may immediately attempt a single Task, assisted by the commanding officer.
- **GUARD:** Difficulty 0 (or 1 to guard an ally), increase the Difficulty of attacks you or the ally character by 1.
- **PASS:** Choose not to attempt a Task.
- **READY:** Declare that you are waiting for a specific event to occur before attempting a Task.
- **RECOVER:** Get behind cover, and attempt a **Fitness + Command Task** with a Difficult of 2. Gain one additional Resistance for each Effect rolled on Cover Dice and regain the ability to *Avoid an Injury*. (Regain 2 Stress per Momentum spent)
- **SPRINT:** **Fitness + Security Task**, Difficulty 0. Success means you move one zone, one additional zone per Momentum spent (repeatable).
- **FIRST AID:** A **Daring + Medicine Task**, Difficulty 1. Success means the injured character is stabilized but remains incapacitated.
- **OTHER TASKS:** At the discretion of the GM.

ATTACKS AND DAMAGE

- **MELEE:** **Daring + Security Task** with a Difficulty of 1, opposed by the target's **Daring + Security**. If the target wins the Opposed Task, then they are considered to have made a successful attack instead.
- **RANGED:** **Control + Security Task** with a Difficulty of 2. +1 Difficulty if there is an enemy within Reach of the attacker. Complication range increases by 1 if there are creatures within Reach of the target; a Complication may indicate that a different target is struck by the attack.
- If successful, roll the number of ⮝ for the attack or hazard's damage rating. The total rolled is amount of damage the attack or hazard inflicts.
- If the target has any Resistance Dice (⮝ from Cover, etc), roll those, and add to any static Resistance the character has. The total is the character's Resistance for that attack.
- Reduce the total damage by the total Resistance before applying Stress for each point of remaining damage.
  - If the character suffers **five or more damage** from a single attack or hazard the character suffers an **Injury**.
  - If the character is **reduced to 0 Stress** by that attack or hazard, they suffer an Injury.
  - If the character **had 0 Stress** before the attack or hazard, and takes damage, the character suffers an **Injury**.

An Injury incapacitates the target and they can no longer act.

***Avoid an Injury* (Immediate):** Spend 2 Momentum, or suffer a Complication, to avoid the Injury. **Only once per scene.**

LCARS MODE

FORMAT

RANGE

CONFLICT MOMENTUM SPENDS

COMBAT MOMENTUM (PERSONAL)

MOMENTUM SPEND	COST	EFFECT
Create Opportunity	1+ (I,R)	The character gains one extra d20 on their Task (1 for +1d20, 3 for +2d20, 6 for +3d20).
Create Problem	2 (I,R)	The character increases the Difficulty of an enemy Task by 1 (maximum +3).
Obtain Information	1 (R)	Ask the Gamemaster a question about the current situation.
Create Advantage	2	Establish a fact about the scene, or remove a Complication.
Keep the Initiative	2 (I)	Pass the action order to an ally instead of the enemy; may only be done once before the enemy has taken at least one action.
Extra Minor Action	1 (I,R)	Take an additional Minor Action.
Bonus Damage	1 (R)	A character can increase the damage inflicted by a successful attack. Each Momentum spent adds +1 damage.
Disarm	2	One weapon held by the target is knocked away and falls to the ground within Reach.
Penetration	1 (R)	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.
Re-Roll Damage	1	The player may re-roll any number of ⮝ from the current attack.
Secondary Target	2	A second target within Reach of the attack's target is also affected by the attack, and suffers half the attack's damage, rounding down.
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by 1.

COMBAT MOMENTUM (STARSHIP)

MOMENTUM SPEND	COST	EFFECT
Create Opportunity	1+ (I,R)	The character gains one extra d20 on their Task (1 for +1d20, 3 for +2d20, 6 for +3d20).
Create Problem	2 (I,R)	The character increases the Difficulty of an enemy Task by 1 (maximum +3).
Obtain Information	1 (R)	Ask the Gamemaster a question about the current situation.
Create Advantage	2	Establish an Advantage in the scene, or remove a Complication.
Keep the Initiative	2 (I)	Pass the action order to an ally instead of the enemy; may only be done once before the enemy has taken at least one action.
Extra Minor Action	1 (I,R)	Take an Additional Minor Action.
Bonus Damage	1 (R)	A character can increase the damage inflicted by a successful attack, regardless of the type of attack. Each Momentum spent adds +1 damage.
Penetration	1 (R)	The damage inflicted by the current attack ignores two Resistance for each Momentum spent.
Re-Roll Damage	1	The player may re-roll any number of ⮝ from the current attack.
Devastating Attack	2	Roll an additional system; that system suffers an additional hit dealing half the attack's damage, rounding up.
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by 1.
Power Loss	1 (R)	The attack also removes one point of the target's Power.