HELM AND NAVIGATION REFERENCE

MINOR ACTIONS

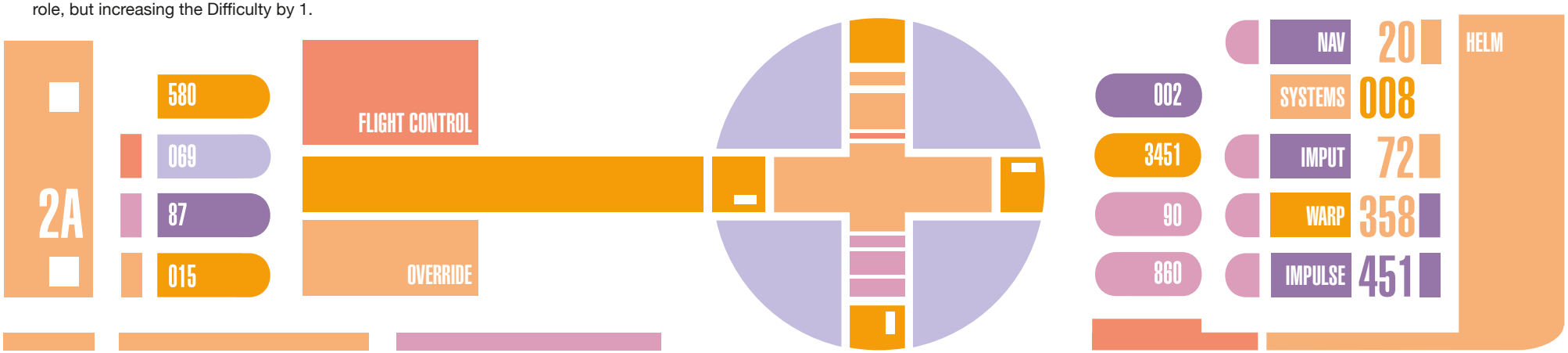
- **INTERACT:** The character interacts with an object in the environment.
- **CHANGE POSITION:** The character moves to any other station on the bridge, or another location on the ship. Characters moving to another location arrive at the beginning of their next Turn.
- **PREPARE:** The character prepares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

HELM 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.
- **MANEUVER:** The flight controller uses the ship's thrusters to adjust position and moves to anywhere within Medium range.
- **IMPULSE:** The flight controller uses the ship's impulse engines to adjust position and move to anywhere within Long range. Power Requirement of 1.
- **WARP:** The flight controller uses the ship's warp drive to move two or more zones. Power Requirement equal to the number of zones to be moved.
- **EVASIVE ACTION:** **Control + Conn Task** with a Difficulty of 1 assisted by the ship's **Structure + Conn**. Until the flight controller's next Task, all attacks against the ship, and all attacks made by the ship, increase their Difficulty by 1. Power requirement 1.
- **ATTACK PATTERN:** **Daring + Conn Task**, Difficulty 2, assisted by the ship's **Weapons + Conn**. If successful, reduce attack Difficulty by 1 (Minimum 1, gain 1 Momentum if already at 1) until the flight controller's next Turn. Power requirement 1.
- **RAMMING SPEED:** (Attack) **Daring + Conn**, Difficulty 2, assisted by **Engines + Conn**. +1 Difficulty per range beyond Close. Damage is 2+Scale ⮝ Spread, Vicious 1, Devastating, but ramming ship also receives damage (Scale ⮝, Spread, Vicious 1, Devastating).

NAVIGATION 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.
- **PLOT COURSE:** **Reason + Conn Task**, assisted by the ship's **Computers + Conn**, with a Difficulty of 3. If successful, the next Task the helmsman attempts reduces in Difficulty by 1. Reduce the Difficulty by a further one for every two Momentum spent (Repeatable).
- **CHART HAZARD:** **Reason + Conn Task**, assisted by the ship's **Sensors + Conn**, with a Difficulty of 3. If successful, nominate a single hazard or other dangerous phenomenon nearby; the Difficulty of any Task to avoid that hazard is reduced by 2. The Navigator can nominate one additional hazard or dangerous phenomenon for every two Momentum spent.



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.

