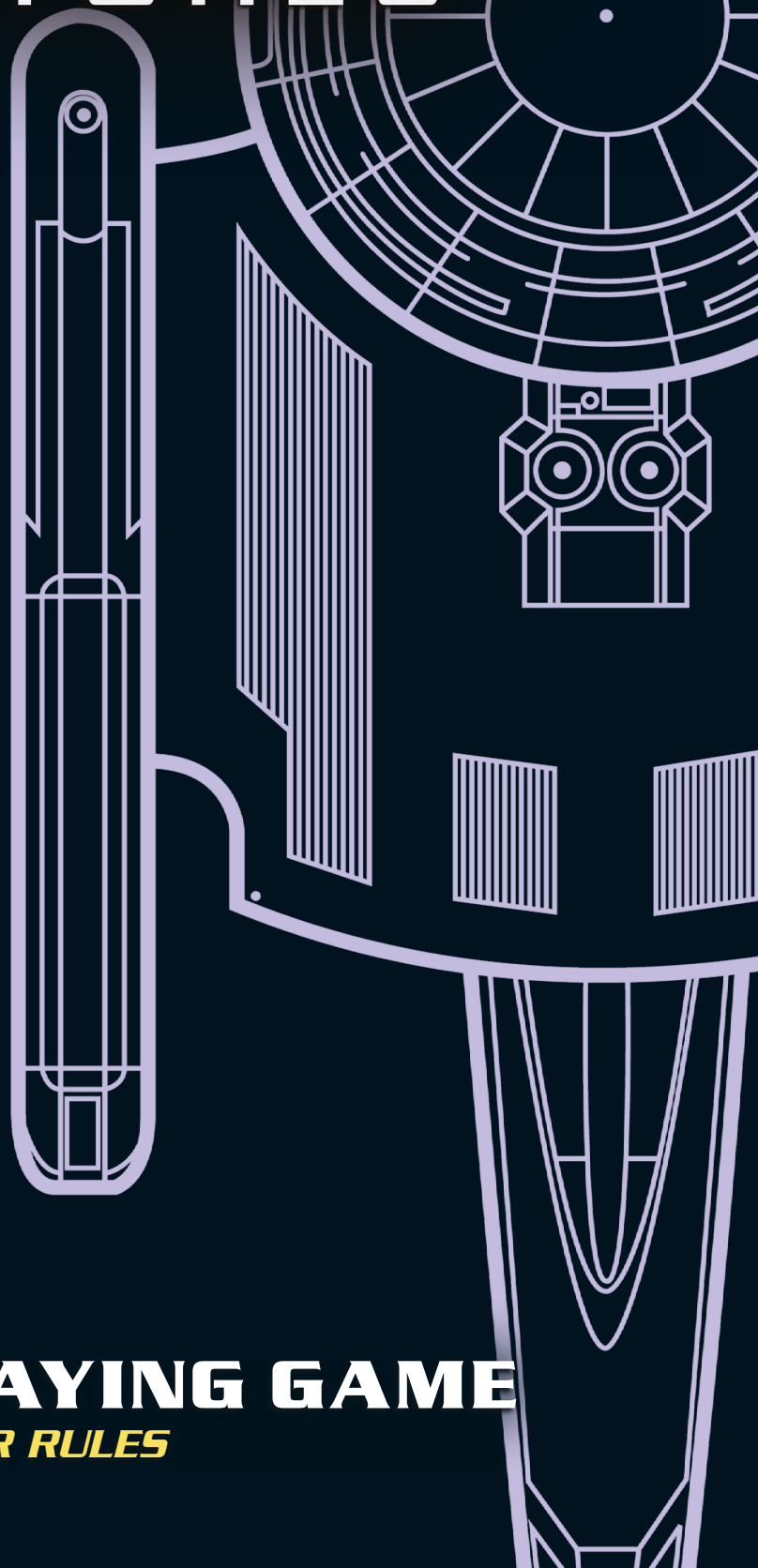


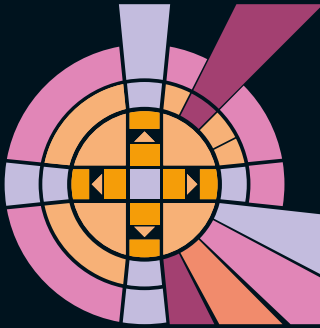
STAR TREKTM

ADVENTURES



THE ROLEPLAYING GAME
STARTER RULES

CREDITS



1732011

SYSTEM DESIGN
NATHAN DOWDELL

BOX ARTWORK
CRISTI BALANESCU

PRODUCED BY
CHRIS BIRCH

LINE DEVELOPMENT
SAM WEBB

INTERNAL ARTWORK
DOMINGO DÍAZ, MARTIN SOBR,
JOSEPH DIAZ, CRISTI BALANESCU,
CONNOR MAGILL, STEVE STARK,
AND MICHAL E. CROSS

PUBLISHING ASSISTANT
SALWA AZAR

OPERATIONS MANAGER
GARRY HARPER

WRITING
NATHAN DOWDELL AND SAM WEBB

PRODUCTION MANAGER
STEVE DALDRY

191984

EDITING
SAM WEBB

ART DIRECTION
SAM WEBB

COMMUNITY SUPPORT
LLOYD GYAN

221084

PROOFREADING
ARIC WIEDER

GRAPHIC DESIGN
MATTHEW COMBEN

FOR CBS STUDIOS
BILL BURKE, JOHN VAN CITTERS,
MARIAN CORDRY, VERONICA HART,
BRIAN LADY, AND KEITH LOWENADLER

AUX SYS



Published by Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road, London, SW6 4QP, U.K.

INFO@MODIPHIOUS.COM
WWW.MODIPHIOUS.COM
STARTREK.COM

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BOOK
01.00

RULES OF PLAY

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01.10	WELCOME TO YOUR FIRST ASSIGNMENT	004
01.20	BASIC OPERATIONS	006
01.30	CONFLICT	011
01.40	STARSHIP RULES	017
01.50	STARSHIP COMBAT	019

RULES OF PLAY

WELCOME TO YOUR FIRST ASSIGNMENT

**"TO EXPLORE STRANGE NEW WORLDS, TO SEEK OUT NEW LIFE AND NEW CIVILIZATIONS,
TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE."**

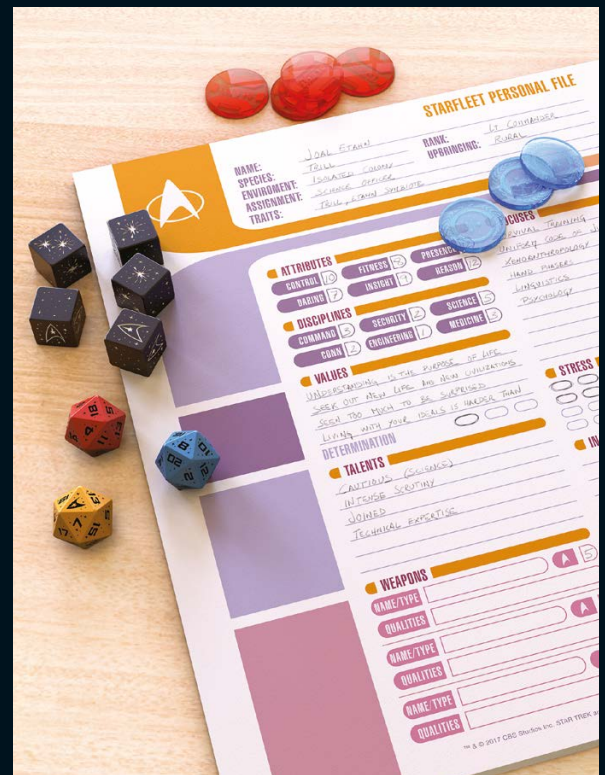
— CAPTAIN JEAN-LUC PICARD

Welcome to the Final Frontier. You are about to embark as a Starfleet officer on a Federation starship headed for the unknown, to boldly go where no one has gone before. As a Starfleet officer you are among the best and brightest in the Federation — commanders, pilots, scientists, engineers, and doctors. Your starship, a vessel of great speed and power, is the pinnacle of space exploration technology allowing you and your crew to investigate new spatial anomalies and support Federation worlds through the Galaxy.

Star Trek takes place in a future in which Humans have formed an alliance with hundreds of other worlds to support one another and explore the Galaxy, pushing the boundaries of both known space and knowledge. Scarcity of resources is no longer an issue: replicators synthesize meals and equipment. Peoples of all worlds travel faster than light between systems, at warp, crossing whole sectors of space in days or weeks. Away teams are teleported instantly to the surface of a planet or between starships. Energy weapons

WHAT YOU NEED TO PLAY

- **Twenty-sided dice:** d20s are used for resolving Tasks, and for rolling results on certain large tables. Often, a Player will roll two twenty-sided dice, or 2d20, but as many as 5d20 can be rolled at once. 2d20s are included in this set.
- **Challenge dice:** You'll need at least 4 six-sided custom engraved Challenge Dice for rolling for an attack's damage or other effects. 4 of these custom dice are included in this set.
- **Tokens:** You'll need some way to keep track of Momentum and Threat (covered later). 6 Momentum tokens, and 14 Threat tokens are included in the Starter Set.
- **Paper, pens, pencils, etc.:** For making note of Traits, or making maps.
- **Character sheet:** A portfolio of information for your character. It contains the statistics for their Attributes, Disciplines, Focuses, Values and Talents, as well as information on your character's equipment and attacks. The 5 character sheets in this set describe 5 pre-generated characters for your use.





are used by both security personnel and starships, and energy shields protect vessels from damage.

The United Federation of Planets is surrounded by potentially hostile powers on all sides. In the Alpha Quadrant, the Cardassian Union and the Federation enjoy a tenuous peace as their border is hit by militant colonists calling themselves the Maquis. In the Beta Quadrant, the allied Klingon Empire is a powerful militarist civilization spanning hundreds of light years. The Romulan Empire, further toward the center of the Galaxy, has been an adversary for centuries, indeed since before the Federation was formed. The Neutral Zone is a buffer between the Federation and the Romulans. And through a wormhole to the Gamma Quadrant thousands of lightyears away, the Dominion poses a new threat to everyone in the Alpha and Beta Quadrants.

WHAT IS A ROLEPLAYING GAME?

A tabletop roleplaying game is played as a group, where each player takes on the role of one character in the story, and makes decisions and attempts to accomplish actions as that character by speaking in character and rolling dice.

The Gamemaster is a special kind of player, who controls the story and the antagonists. They also introduce and describe scenes, interpret the rules and describe the outcomes of the players' actions. The only win condition is that everyone has had fun, and the story has been entertaining for the group.

Roleplaying's emphasis is on a collaborative storytelling experience, with some gaming and creative decision-making influencing the outcome of the dramatic action. ***Star Trek Adventures*** also contains some tactical decision making, with both personal combat and starship combat as elements of the game. All games have rules, and this beginner's game provides the core rules for how to play ***Star Trek Adventures***, to make sure that the experience is as fair as it is exciting.

To use this beginners game, someone needs to be the Gamemaster, who understands the rules and leads the Players through the mission booklet inside this set. They will describe the scenes inside and take actions as the Non-Player Characters.

All of these things make up a game in which you, as your character in the *Star Trek* Galaxy, can explore the Final Frontier, explore strange new worlds, and boldly go where no one has gone before...

RULES OF PLAY

BASIC OPERATIONS

The following section covers the core rules of *Star Trek Adventures*, which will be used throughout the rest of the game. These rules are the foundation for the other rules in the game, and every Player should have a basic understanding of these concepts during play.

STARFLEET NEEDS A NEW CREW

Star Trek Adventures is a roleplaying game using the **2d20 System**. This quick start guide summarizes rules for the game of discovery and adversity on alien worlds and beyond the stars. You should read these rules before running the sample missions in the Starter Campaign booklet. The missions themselves introduce key concepts as you play through the campaign.

The next section addresses all the rules needed to play this mission, beginning with a description of the Starfleet officers' various statistics and how Tasks are resolved.

CHALLENGE DICE

Challenge Dice, denoted in *Star Trek Adventures* by this symbol: ▲. These six-sided dice are used primarily for inflicting damage and determining how much protection a character receives from cover. Each ▲ has four faces with three possible results — a score of 1, a score of 2, and two faces showing the Starfleet insignia, which is an Effect — and two blank faces for “no result”.

A group of Challenge Dice is usually rolled all at once, and the results added together. Multiple Challenge Dice are noted as X▲, where X is the number of Challenge Dice rolled. So, 4▲ indicates four Challenge Dice should be rolled, and their results added together.

If you don't have special Challenge Dice available, you can use normal six-sided dice instead. Treat any die which rolls a 3 or 4 as blank, and any die which rolls a 5 or 6 as an Effect.

CHALLENGE DICE RESULT TABLE

D6 RESULT	CHALLENGE DICE RESULT
1	1
2	2
3	0
4	0
5	1, plus Effect
6	1, plus Effect

Example: Lieutenant Commander Data hits a Borg Drone with a blast from his Phaser, and rolls 6▲ for the damage. He rolls 1, 2, and an Effect, and three blank faces for a total score of 4 and he can activate an Effect.

CHARACTERS

Each character has several statistics, indicating their competency with different physical and mental **Attributes**, as well as their expertise in various **Disciplines**.

ATTRIBUTES

A character has six Attributes, ranging from 7 to 12:

- **Control:** a character's self-discipline, coordination and fine motor skills.
- **Daring:** a character's bravery and quick thinking, or acting without hesitation.
- **Fitness:** a character's physical strength and stamina.
- **Insight:** a character's understanding about their environment and other people.
- **Presence:** a character's personality, and ability to command attention or respect.
- **Reason:** a character's logical and problem-solving abilities.



DISCIPLINES

A character has six Disciplines, based on their training in Starfleet:

- **Command:** a character's ability to direct a crew or lead a team.
- **Conn:** a character's ability to pilot a starship or ground vehicle.
- **Security:** a character's ability to defend themselves or conduct investigations.
- **Engineering:** a character's ability to resolve mechanical or technical problems.
- **Science:** a character's knowledge and understanding of the universe.
- **Medicine:** a character's ability to heal others and treat illnesses.

FOCUSES

Focuses represent specialized subjects about which the character has more precise knowledge or experience. These Focuses can be any topic, and apply to any **Attribute + Discipline** combination where the Focus is relevant to the Task.

Examples: Astronavigation, Astrophysics, Cybernetics, Diplomacy, Espionage, EVA, Exo-tectonics, Genetics, Hand Phasers, Hand-to-hand Combat, Helm Operations, Infectious Diseases, Quantum Mechanics, Shipboard Tactical Systems, Spatial Phenomena, Transporters and Replicators, Virology, Warp Field Dynamics, Xenobiology

TASKS

Whenever a character attempts to complete an activity where the outcome is in doubt or failure is interesting, the character attempts a **Task**.

ATTEMPTING A TASK

A Task involves a character's Attributes, Disciplines, and Focuses, and requires rolling two or more d20s.

1. **The Gamemaster chooses which Attribute and which Discipline are appropriate for the Task being attempted.** They also consider whether any of the character's Focuses are applicable. Add together the Attribute and the Discipline chosen. This is the Target Number for the Task.
2. **The Gamemaster then sets the Difficulty of the Task.** This is normally between 0 and 5, but can go higher. The Difficulty is the number of successes the Player must roll on their d20s to successfully complete the Task.



3. **The Player rolls their dice pool.** The Player takes two d20s, and may choose to purchase up to three additional d20s by spending Momentum, adding to Threat, or using Determination (see “**Improving the Odds**”, p.9). Once additional dice — if any — have been purchased the Player rolls their dice pool.
4. **Each die that rolls equal to or less than the Target Number scores a single success.**
 - A. If there is an applicable Focus, then each die that rolls equal to or less than the Discipline being used scores two successes.
 - B. Each die that rolls a natural 1 scores two successes.
 - C. Each die that rolls a 20 causes a Complication (see “Complications”, later)
5. **If the number of successes scored equals or exceeds the Difficulty of the Task, then the Task is completed successfully.** If the number of successes is less than the Difficulty of the Task, then the Task fails. Any successes in excess of the Difficulty of the Task become Momentum (see “**Momentum**”, p.11).

6. **The Gamemaster describes the outcome of the Task.** If the Task was successful, the Player may spend Momentum to improve the result further. After this, the effects of any Complications are applied.

***Example:** Scotty is attempting to squeeze additional power out of the Enterprise’s engines. His Target Number is his Control Attribute (11) and Engineering Discipline (4), for a target of 15, and he has a Focus in Starship Propulsion, and the Task has a Difficulty of 2. He rolls two d20s, rolling a 4 and a 19: the 4 scores two successes (thanks to his Focus in Starship Propulsion), while the 19 scores no success. With a total of two successes, Scotty succeeds at his Task.*

TRAITS

Locations, characters, and situations all come in a variety of shapes and sizes, and these differences are handled in-game as **Traits**. Each Trait is a single word or a short phrase, which describes a single significant fact about whatever it is the Trait belongs to and remains in play so long as it is true about the scene, character or place to which it is attached.

Traits, Advantages and **Complications** will do one of the following things:

- The Trait would not impact the Task and does not have any effect.
- The Trait is beneficial, and allows the Task to be attempted when it might normally be impossible.
- The Trait is beneficial, and reduces the Difficulty of the Task by 1.
- The Trait is detrimental, and increases the Difficulty of the Task by 1.
- The Trait is detrimental. It either prevents the Task from being attempted when it might normally be possible, or means the situation now requires a Task when one would not normally be required.

ADVANTAGES

An Advantage is a Trait which is inherently positive or beneficial, and which will never have a detrimental effect to its owners.

COMPLICATIONS

A Complication is a Trait which is inherently negative or problematic, and which will never have a beneficial effect upon its owners.

TASK DIFFICULTY

Unless otherwise noted, most Tasks have a basic Difficulty of 1, though more routine or straightforward Tasks may have a Difficulty of 0, and more complex or problematic Tasks will have higher Difficulties. After this, the Gamemaster then considers if there are any other factors in the current scene or environment, or affecting the characters involved, that would alter the basic Difficulty.

***Example:** Dr. McCoy is attempting to perform complex heart surgery on Ambassador Sarek. This has a basic*

Difficulty of 2, but there are other factors. Firstly, Sarek is Vulcan, and McCoy's knowledge of Vulcan physiology is limited, which increases the Difficulty by 1. Secondly, without a Vulcan blood donor, the operation can't be performed at all; this Complication is overcome by having Spock donate blood to the procedure, however. Thirdly, the Enterprise is Under Attack, which is obviously disruptive, increasing the Difficulty by 1. Together, these increase the Difficulty to 4. Fortunately, McCoy has the Enterprise Sickbay and Nurse Chapel to assist him.

IMPROVING THE ODDS

Star Trek Adventures provides several ways for characters to improve their chances of success by buying additional d20s to roll on a Task:

- **Assistance:** One or more characters may assist the Task. Each character attempting to assist rolls 1d20, using a Target Number of their own Attribute + Discipline combination. Any successes they score are added to the Task's success, providing the main character attempting the Task scores 1 success.
- **Threat:** The *Create Opportunity* spend can be paid for by adding to Threat instead of spending Momentum. This represents taking risks or acting recklessly.
- **Momentum:** The spend *Create Opportunity* allows characters to buy additional dice, representing coordination, teamwork, and building upon prior successes.
- **Determination:** A character may spend Determination to buy a single bonus d20 for the Task. This die is considered to have already rolled a 1, and therefore scores two automatic successes. Determination may only be spent in certain circumstances, as described on pages 12-13.

DIFFICULTY ZERO TASKS

Circumstances can reduce the Difficulty of a Task, even down to zero. At other times a Task may be so simple that it does not require dice to be rolled at all. These are Simple Tasks. If a Task is Difficulty 0, it does not require dice to be rolled. It is automatically successful with zero successes and with no risk of Complications. However, because no roll is made, it does not generate Momentum of any kind, even bonus

Momentum from Talents, particularly advantageous situations, and the like. A character also cannot spend Momentum on the result.

At the Gamemaster's discretion, a character can roll the dice against a Difficulty of 0 and generate Momentum as normal. Zero successes are required in this case so every success generates Momentum, but this comes with the normal risk of Complications as well. This sort of Difficulty 0 Task is useful if it's important to see how well a character does something, but there's no real chance of failure.

EXAMPLE USES FOR MOMENTUM

The most common ways to use Momentum are listed below. Immediate Momentum spends can happen at any time. Repeatable Momentum spends can be done more than once in succession.

- **Create Advantage:** spending two Momentum establishes some new Advantage in addition to whatever effect the successful Task had, or removes a Complication from the scene.
- **Create Opportunity (Immediate, Repeatable):** add additional d20s to a Task. These dice must be purchased before any dice are rolled for the Task. The first die purchased costs 1

Momentum, the second one costs 2 Momentum, and the third die costs 3 (for a total of 6 Momentum).

- **Create Problem (Immediate, Repeatable):** a character can choose to make things more difficult for an opponent, increasing the Difficulty of a single Task by 1 for every two Momentum spent. *Create Problem* must be done before any dice are rolled for a Task.
- **Obtain Information (Repeatable):** each point of Momentum can be spent to ask the Gamemaster a single question, answered truthfully, about the current situation.

- **Talents:** A few Talents that a character may have grant them bonus d20s in specific circumstances. This costs nothing but it must be the correct situation for use and they still count towards the number of bonus d20s that can be purchased.

For the Gamemaster buying bonus d20s for Non-Player Characters there are fewer options. The Gamemaster may spend points of Threat to add dice to a Non-Player Character's Task roll. Typically, Non-Player Characters do not have Determination.

MOMENTUM

Whenever a character attempts a Task and scores a greater number of successes than the Difficulty, these extra successes become Momentum, a valuable resource that allows characters to complete Tasks more quickly or more thoroughly than normal, or otherwise gain additional benefits. Each success above and beyond the Difficulty of a Task becomes one point of Momentum, which the character may immediately use or save for later. Each point of Momentum can be used or saved separately.

The Player group may only ever have a pool of 6 Momentum at any one time.

THREAT

While not something that the Players interact with directly, **Threat** is an integral part of *Star Trek Adventures*. The Gamemaster makes uses of Threat to alter scenes, empower Non-Player Characters, and generally make things increasingly perilous and exciting. Players can add points of Threat to the Gamemaster's pool instead of spending Momentum.

DETERMINATION

Determination can be used by any Player citing one of their Values. The Player must justify how the Value applies to the

current situation. A point of Determination spent provides one of the following benefits:

- **Perfect Opportunity:** a point of Determination may be spent to grant the character a single bonus d20. This bonus d20 is different because it is considered to have resulted in a 1, giving two automatic successes. The limit for additional d20s bought for a Task still applies.
- **Moment of Inspiration:** a point of Determination may be spent to re-roll all the character's dice in their dice pool.
- **Surge of Activity:** the character may immediately perform another Task as soon as the current one has been resolved.
- **Make It So:** the character immediately creates an Advantage that applies to the current scene.

***Example:** Spock is attempting to uncover the truth behind a conspiracy. Suspecting that the Enterprise's computers have been tampered with, he sets about testing his hypothesis. This is a **Reason + Engineering Task**, using his **Computers Focus**, with a Difficulty of 3. Given the Difficulty, and the urgency, Spock buys an additional d20 for the Task. As Spock is motivated by his Value, "Logic is the Beginning, not the end, of Wisdom", Spock may spend one Determination to aid in his Task, which he does to buy an extra d20. This die is considered to be a roll of 1, giving two successes.*

THREAT

Throughout a game session, the Gamemaster will collect Threat, and spend it to create problems for the Player Characters. In this way, Threat creates tension that builds throughout a story, eventually culminating in an exciting finale that exhausts the Threat pool.

The Gamemaster begins each session with 2 points of Threat for every Player in the group. They gain Threat in the following circumstances:

- **Immediate Momentum:** whenever a character uses an Immediate Momentum Spend, such as buying bonus d20s, they can do this by adding to the Gamemaster's Threat pool, point for point.
- **Complications:** when a character suffers one or more Complications on a Task they or the Gamemaster may choose not to have the Complication take effect, but this is in exchange for adding two points to the Threat pool.
- **Threatening Circumstances:** the environment or circumstances of a new scene may be threatening enough to warrant adding one or two points of Threat to the pool.
- **Non-Player Character Momentum:** Non-Player Characters with unspent Momentum cannot save it like Player Characters because they do not have a group Momentum pool. Instead, a Non-Player Character adds unspent Momentum to the Threat pool.

In return, the Gamemaster can spend Threat in a few ways. Examples of these can be found in the mission that accompanies these rules:

- **Non-Player Character Momentum:** Non-Player Characters may use Threat in all the ways that Player Characters use group Momentum.
- **Non-Player Character Threat Spends:** for any action that would add one or more points to Threat, a Non-Player Character performing the same action or choice must spend an equivalent number of points of Threat.
- **Non-Player Character Complications:** if a Non-Player Character suffers a Complication, the Gamemaster may prevent the Complication by spending two Threat.
- **Complication:** the Gamemaster may create a Complication by spending two Threat.
- **Reinforcements:** the Gamemaster may bring in additional Non-Player Characters during a scene. Minor NPCs cost one Threat apiece, while Notable NPCs cost two.
- **Environmental Effects:** the Gamemaster may trigger or cause problems within the environment by spending Threat.

CHAPTER 01.30

RULES OF PLAY CONFLICT

ENCOUNTERS

Starfleet officers always do their utmost to avoid violence and conflict, seeking a diplomatic resolution wherever possible. There will always be times, however, when diplomacy breaks down and Starfleet personnel must defend themselves.

ROUNDS AND TURNS

Combat is played out in Rounds and Turns.

Within each Round each character in a conflict encounter takes one Turn. At the start of a conflict, the Gamemaster

determines a single character to take the first Turn. This is normally a Player Character unless there is a story reason for a Non-Player Character to go first.

Order of play goes back and forth from Player Characters to Non-Player Characters until everyone has had a Turn. The next Round begins with the first Turn going to the side that did not act last.

ZONES AND DISTANCES

Zones are defined by the terrain around the characters, and tracking a character can be a matter of simple description. An enemy might be "behind the control console" or "standing

by the shuttle". This has the advantage of relying on natural language and intuitive concepts rather than specific game terms, and avoids the tracking of fiddly distances when there are many characters present.

Movement and ranged attacks need some sense of distance to make them meaningful. In combat, the relative placement of zones determines this distance. To keep things simple and fluid, range is measured in one state and four categories:

- The state of **Reach** is when an object or character is within arm's length of the character. It's necessary to be in Reach of a character to make a melee attack. Being within Reach of an enemy is quite disruptive and distracting, adding +1 to the Difficulty of any Task other than a melee attack.
- **Close range** is defined as the zone the character is within at the time. Moving within Close range is a trivial affair. Close range is, in essence, a distance of 0 zones.
- **Medium range** is defined as any zone adjacent to the character's current zone. Medium range is a distance of 1 zone.
- **Long range** is defined as objects and creatures two zones away from a character's current zone. Long range is a distance of 2 zones.
- **Extreme range** is any creatures and objects beyond Long range. Extreme range is a distance of 3 or more zones.

CONFLICT ACTIONS

During a Turn in combat a character can attempt one **Task** and several **Minor Actions**. A character can perform one Minor Action for free. Each additional Minor Action costs

Momentum (Immediate) equal to the number of Minor Actions already performed that Turn. Each Minor Action can only be attempted once per Turn.

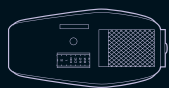
MINOR ACTIONS

- **Aim:** the character may re-roll a single d20 made on an attack during this Turn.
- **Draw Item:** the character may pick up an item within Reach, draw a weapon or pull out another item carried on their person or stowed in their gear.
- **Drop Prone:** the character immediately drops to the ground, making them a smaller target. A character may not *Drop Prone* and *Stand* in the same Turn.
- **Interact:** the character interacts with an object in the environment. Complex interactions may require a Task instead.
- **Movement:** the character moves to any point within Medium range. This Minor Action cannot be carried out if the character performs any movement-related Tasks.
- **Prepare:** the character prepares for, or spends time setting up, a Task. Some Tasks require a Minor Action to be taken before the Task can be attempted, or the Minor Action gives a bonus.
- **Stand:** if the character is prone they may use a Minor Action to stand, removing all the benefits and disadvantages of being prone. A character may not *Stand* and *Drop Prone* in the same Turn.

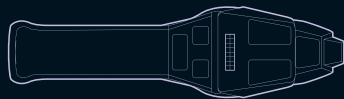
COMBAT TASKS

- **Assist:** the character performs some activity that will grant an ally an advantage. The character nominates a single ally with whom they can communicate and assists their next Task.

PHASERS



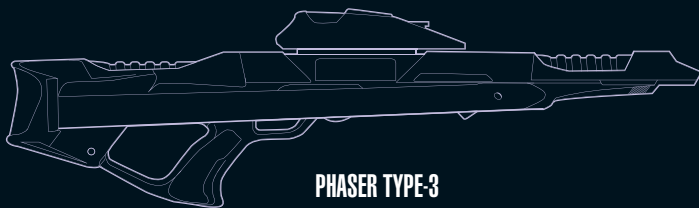
PHASER TYPE-1



PHASER TYPE-2



PHASER TYPE-3



SCHEMATICS



- **Attack:** the character attacks an enemy or another viable target.
- **Create Advantage:** the character creates some beneficial circumstance or removes a Complication.
- **Direct:** this action is only available for commanding officers. The character nominates a single other character present who may immediately attempt a single Task, assisted by the commanding character.
- **Guard:** the character finds some defensible position, focuses on their surroundings, or otherwise gains additional readiness for an attack.
- **Pass:** the character chooses not to attempt a Task.
- **Ready:** the character declares that they are waiting for a specific situation or event to occur before attempting a Task.
- **Recover:** the character gets behind cover, and attempts a **Fitness + Command Task** with a Difficulty of 2. They gain one additional Resistance for each Effect rolled on Cover

Dice and regain the ability to *Avoid an Injury*. Further, the character regains 2 Stress per Momentum spent.

- **Sprint:** the character attempts to move further and more quickly. This is a **Fitness + Security Task**, Difficulty 0. Success means you move one zone, one additional zone per Momentum spent (Repeatable).
- **First Aid:** the character attempts to treat the injury of a character within Reach.
- **Other Tasks:** a range of other Tasks can be performed during combat. The Gamemaster can use their discretion in setting limits on these tasks.

ATTACKS AND DAMAGE

The process for making an attack is as follows:

1. **The attacker chooses a weapon for the attack.** This can be a ranged weapon, a melee weapon, or attacking with no weapon (an Unarmed Strike).

2. **The attacker then nominates a viable target for that weapon.** A melee weapon (or an Unarmed Strike) can only be used to attack enemies and objects within Reach. A ranged weapon can be used to attack enemies that are visible to the attacker.
3. **The character declares whether the attack is intended to be Non-lethal or Lethal.** If the character intends to make a Lethal attack, add a single point to the Threat pool.
4. **The attacker attempts a Task, determined by the type of attack:**
 - A. **For a melee attack,** the attacker attempts a **Daring + Security Task** with a Difficulty of 1, opposed by the target's **Daring + Security** (also Difficulty 1). If the target wins the Opposed Task, then they are considered to have made a successful attack instead.
 - B. **For a ranged attack,** the attacker attempts a **Control + Security Task** with a Difficulty of 2. This is not an Opposed Task. The Difficulty of this Task increases by 1 if there is an enemy within Reach of the attacker. The Complication Range of the attack increases by 1 if there are creatures within Reach of the target. A Complication may indicate that one of the other, nearby creatures is struck by the attack.
5. **If the attack is successful the attacker inflicts damage.** Roll the number of ▲ for the attack or hazard's damage rating. The total rolled is amount of damage the attack or hazard inflicts.
6. **If the target has any Resistance Dice ▲ (from Cover and the like), roll those dice, and add the total rolled to the character's static Resistance, if any.** The total is the character's total Resistance for that attack.
7. **Reduce the total damage rolled by one for each point of total Resistance.** If there's one or more damage remaining after this reduction, the character loses one point of Stress for each point of remaining damage. The character may also suffer an Injury if one or more of the following conditions occurs:
 - A. If the character suffers five or more damage from a single attack or hazard, after reduction from Resistance, the character suffers an Injury.
 - B. If the character is reduced to 0 Stress by that attack or hazard, they suffer an Injury.
 - C. If the character had 0 Stress before the attack or hazard, and the attack or hazard inflicts one or more damage, the character suffers an Injury.

If two of the conditions occur the character suffers two Injuries, resolved one at a time.

When a character suffers an Injury they are incapacitated. They cannot carry out any Minor Actions or attempt any Tasks for the remainder of the scene. A character that suffers a second Injury when already suffering from a Non-lethal Injury now suffers from a Lethal Injury instead. A character that suffers an Injury while already suffering from a Lethal Injury is dead.

When a character suffers an Injury, they have the option to avoid it as they can dive aside at the last moment, duck into cover, or otherwise dodge out of the way. *Avoiding an Injury* in this way has a price: it costs 2 Momentum (Immediate), or requires that the character suffer a Complication (minor injury, collateral damage, etc.). A character may only *Avoid an Injury* once per scene, though they may regain the ability (up to one use) by taking the *Recover* Task.

A character who succeeds at a melee attack whether they were the attacker or the target can immediately leave their enemy's Reach instead of inflicting damage. The character fends off their opponent instead of attacking.

COMBAT MOMENTUM SPENDS

Momentum is a key tactical resource during combat. When a character generates Momentum in combat, they have numerous options available to overcome their enemies, empower their allies, and bolster their own prowess.

The table opposite provides additional options available to a character when they generate one or more Momentum in combat. These are in addition to the normal uses of Momentum, and any others that Players or the GM creates.

Under Cost, where a spend is listed with an "R", it is Repeatable. Where the spend is listed with an "I", it means the spend is Immediate. If neither note is present, then the Momentum spend may only be used once per Round at most.

TYPES OF ATTACK

Weapons and other forms of attack, as well as the damage caused by hazards, have a few common traits and values that determine the specifics of how they function. The key elements of a weapon are what type of weapon it is, its damage rating, the weapon's size, and any Qualities it possesses that influence how it is used.

- **Type:** this will either be Melee or Ranged, determining how the weapon is used.

COMBAT MOMENTUM SPEND TABLE

MOMENTUM SPEND	COST	EFFECT
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.
Disarm	2	One weapon held by the target is knocked away and falls to the ground within Reach.
Extra Minor Actions	1 (I, R)	Take additional Minor Actions.
Keep the Initiative	2 (I)	Pass the action order to another ally instead of the enemy; may only be done once before the enemy has taken at least one Turn.
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
Avoid an Injury	2 (I)	Avoid suffering a single Injury. The cost may be paid by suffering a Complication instead. Other factors may increase the cost further. May only be used once per scene, though additional uses can be obtained.
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 over what the Task would normally require.



TOXICOLOGY

Category	Value
END	122
EXO	110
RAD	55
ORG	17
(Unlabeled)	19

Row	Value 1	Value 2	Value 3	Value 4
1	567-28	2037		
2	3077	3108-44	1045	
3	33	2795-72	5100	
4	302	4300-26	0066	
5	378-33	0235		
6	11-40	3016		
7	202-12	7734		

Box	Range
1	12-3788
2	12-3788
3	17-2880
4	19-3300
5	21-5540

- ## DAMAGE EFFECTS

- **Area:** the attack covers a wide area and can affect several targets at the same time. The attack automatically affects any character or damageable object within Reach of the initial target. It also affects one additional target within Close range of the initial target for each Effect result on the ▲, starting with the closest as determined by the Gamemaster. If one or more Complications are rolled when using an Area attack, the Gamemaster may choose to use Complications to have the attack apply to an ally in the area of the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.
- **Intense:** the attack is designed to inflict massive harm on a target, incapacitating them far more effectively. The Cost to *Avoid an Injury* caused by an Intense weapon increases by one for each Effect rolled.

- ## QUALITIES

- **Accurate:** the weapon is especially precise, often incorporating additional sights. If the character performs the *Aim* Minor Action before making an attack with this weapon then any number of d20s may be re-rolled, instead of the normal benefits of aiming.
- **Charge:** the weapon has an adaptable energy supply, allowing its potency to be changed to different levels. If the character performs a *Prepare* Minor Action before attacking with this weapon, one of the following weapon Damage Effects may be used in the attack: Area, Intense, Piercing 2, or Vicious 1.
- **Cumbersome:** the weapon takes patience and precision to use effectively. The weapon cannot be used to attack unless a *Prepare* Minor Action is performed during the same Turn.
- **Deadly:** the weapon is designed to kill; if the character attempts to make a Non-lethal attack with this weapon, the Difficulty of the attack increases by 1.
- **Debilitating:** Medicine Tasks to perform *First Aid* on characters injured by this weapon, or to heal Injuries from this weapon, increase in Difficulty by 1.
- **Hidden X:** the weapon is easy to conceal, or disguised as something else. When the weapon is hidden any search of the owning character requires an **Insight + Security** or **Reason + Security Task** with a Difficulty of X to find the weapon. A character may use a Minor Action to conceal a Hidden weapon.
- **Inaccurate:** the weapon is imprecise and clumsy, and very little can be done to change that. The *Aim* Minor Action gives no benefit when making an attack with this weapon.
- **Non-Lethal:** The weapon is debilitating rather than deadly; if the character attempts to make a Lethal attack with this weapon, the Difficulty of the attack increases by 1.

HOW TO PLAY STARSHIP RULES

A crucial concept for starship operations is the difference between actions taken aboard a starship, and actions taken with a starship.

- Actions taken aboard a starship are no different to actions taken anywhere else. In this context, a starship is a location where the Task takes place.
- Actions taken with a starship influence something external to the ship, rather than upon something inside it, and are assisted by the starship's attributes.

STARSHIP PROFILES

Starships have profiles that include Traits, Systems and Departments, Scale, Talents, and a series of derived statistics including Power, Shield, Resistance, and Crew Support.

SYSTEMS

Each starship is defined by six Systems, similar to a character's Attributes. They are:

- **Communications:** covers the transmission, encryption, decryption, and retrieval of subspace signals on a range of frequencies.
- **Computers:** represents the ship's library and operational computer systems, from the duotronic systems of the 23rd century, to the isolinear and bioneural systems of the 24th Century.
- **Engines:** covers the propulsion and power generation systems of the vessel, and its ability to move and maneuver through space. This includes thrusters, impulse engines, and warp drive, as well as reactors, generators, and related systems such as the navigational deflector.
- **Sensors:** covers the vessel's sensor suites and probes, allowing it to scan and monitor its surroundings, and the scientific systems that interpret that data. It also relates to Transporters, as they are heavily tied into a ship's sensors.

- **Structure:** is the vessel's hull and superstructure, to the structural integrity field and inertial dampeners, as well as thermal and radiation shielding, life support systems, and artificial gravity.
- **Weapons:** covers the tactical and offensive systems of the vessel, normally phasers or disruptors, plus torpedo launchers, and maybe even other weapons besides.

DEPARTMENTS

Each starship has six Departments, which mirror a character's Disciplines. They are:

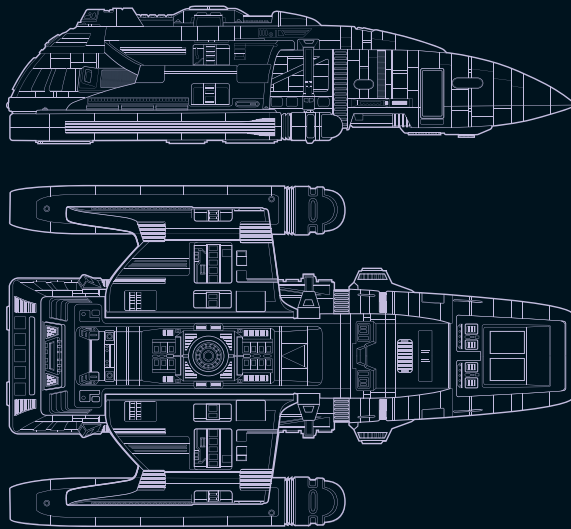
- **Command:** is the professionalism and organization of the ship's crew, and its chain of command.
- **Conn:** is the quality of the ship's flight control and astronavigation systems, as well as the expertise of its flight crews and the maintenance personnel.
- **Security:** represents the skill, training, and numbers of the ship's security personnel, as well as other on-board security systems such as containment fields, and the refinement and calibration of tactical systems.
- **Engineering:** represents the quality and quantity of the ship's Engineering and other technical personnel, as well as the tools and facilities they work with.
- **Science:** represents the scientific personnel aboard the ship, their laboratories, their analytical facilities, and the other tools and systems available for analyzing data and studying the unknown.
- **Medicine:** represents the ship's medical facilities and personnel.

FOCUSES

A Starship does not have distinct Focuses, but instead treats every Task it attempts or assists with as if it had an applicable Focus. Therefore, any d20 rolled on behalf of the ship which rolls equal to or less than the ship's Department scores two successes.

DANUBE CLASS RUNABOUT

696855
97868
494743
878555
978533
686
687733
987
978777
390334
877000
588666
97977
484003
8779
86864
878228
906474
38485
588622
638409
484866
98855
87855



POWER

At the start of each scene, the ship generates its full capacity of Power, **equal to its Engines value** and any Power which remained unused at the end of the previous scene is lost. This provides characters with a pool of points to draw from when attempting actions with the ship that have a **Power requirement**.

If the ship would lose more power than it has remaining — enough to reduce the ship's current Power to less than 0 — then the ship suffers a Complication to a randomly-determined system. This Complication relates to the loss of vital power to some aspect of the ship's operation.

CREW SUPPORT

The total amount of Crew Support available is **equal to the ship's Scale**. Spending Crew Support brings members of the wider crew to the forefront, putting focus on them and making them an active and significant part of the mission. Crew Support is a finite pool of points, and do not replenish until the start of the next mission.

SCALE

Vessels come in a wide range of sizes, from tiny shuttlecraft up to cruisers and battleships. A vessel's Scale is a representation of its size, a number from 1-6 or more. Most Federation starships have a Scale of 3-5.

SHIP SCALE EXAMPLES

SCALE	EXAMPLE SHIPS
1	Shuttles
2	Freighters
3	<i>Oberth-class starship, Klingon B'rel-class bird-of-prey</i>
4	<i>Constitution-class starship, Klingon D7 battle cruiser</i>
5	<i>Akira-class starship, K'vort-class bird-of-prey</i>
6	<i>Galaxy-class starship, D'deridex-class warbird</i>

RESISTANCE

Starships have a Resistance value, which reduces incoming damage suffered by a ship in the same way as it does to a character. **A ship's base Resistance is equal to its Scale.**

SHIELDS

Starships and starbases are commonly equipped with powerful layers of deflector shields. A starship has a **Shields** rating, and this is reduced when the ship is subjected to damage, and which can be replenished through the actions of the crew and with time. A ship has Shields equal to its **Structure + Security**.

OPERATING A STARSHIP

If a character is using the ship to perform a Task —like using the ship's library computer to research something, or flying between systems — then the ship itself assists the character's actions, rolling against a Target Number made from its own System and Department combination. Roll 1d20 for the ship, and add its successes to the Task's lead, providing they score 1 success themselves.

PILOTING AND NAVIGATION

A starship uses thrusters, impulse engines, and warp drive to travel through space. Piloting a ship requires a **Control + Conn Task** with a Difficulty of 0, assisted by the ship's **Engines + Conn**. Under normal circumstances this Task does not require a roll, with a Difficulty of 0. Going to warp speed, travelling between star systems at faster than light speeds, requires the Players to spend 1 Power to go to warp. If the ship is chasing another, it requires the characters to spend more Power than the fleeing ship spent in order to intercept it.

SCANNING OBJECTS AND PHENOMENA

Starships survey and gather telemetry in space using powerful sensor arrays. Characters who want to scan objects in space or investigate anomalies are required to attempt a **Control** or **Reason + Science Task**, assisted by the ship's **Sensors + Science**, with a Difficulty of 1. This Difficulty may be increased due to environmental conditions or anomalies.

OTHER TASKS

Other Tasks that utilize a ship's System in some way gain assistance using the starship's System + Department combination.

HOW TO PLAY STARSHIP COMBAT

DISTANCES AND ZONES

Starship combat, like personal combat, uses the relative placement of zones to determine distance, and is measured in the same four categories, and one state: **Contact, Close, Medium, Long and Extreme.**

MOVEMENT AND TERRAIN

Moving the ship in starship combat is the responsibility of a vessel's helmsman, and typically requires a Task, though these Tasks have a Difficulty of 0 under normal circumstances, and therefore do not require Players to roll any dice. Any Traits affecting the space environment may increase this Difficulty.

COMBAT TASKS AND MINOR ACTIONS

Each bridge station has its own set of combat Tasks, unique to the character's role. In their Turn, each Player can take one Minor Action and attempt one Task (before Momentum and Determination spends.)

MINOR ACTIONS

A character can attempt one Minor Action per Turn for free. Each Minor Action taken after the first costs one Momentum (Immediate) and costs increase depending on the number of additional Minor Actions already taken.

The starship combat Minor Actions are as follows:

- **Interact:** The character interacts with an object in the environment covering basic interactions with ship systems that aren't otherwise covered here.
- **Change Position:** The character moves to any other station on the bridge, or to any other location on the ship. If the character is moving to somewhere else on the ship, they will arrive in that location at the start of their next Turn.

- **Prepare:** The character prepares for, or spends time setting up, for a Task. Some Tasks require this Minor Action to be taken before the Task can be attempted.
- **Restore:** The character performs minor repairs to restore a system after disruption or minor damage.

MAKING AN ATTACK

Attacks using a starship's weapons follow the same rules as personal combat, as follows:

1. The attacker chooses a weapon system the ship is equipped with — there are two types: energy weapons, and torpedoes.
2. The attacker then nominates a viable target for that weapon: a single vessel or another viable target visible

NPCS AND STARSHIP OPERATIONS

The normal rules for starship combat have been streamlined for NPC starships. An NPC ship does not have specific crew at individual positions on the bridge, instead, each NPC vessel has a Crew Quality, which provides ratings which serve as the Attribute and Discipline scores needed by the vessel for any given Task. NPC crew used in this way are always considered to have an applicable Focus.

CREW QUALITY	ATTRIBUTE	DISCIPLINE
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

Because individual NPC crew are not being tracked, each NPC ship takes a number of Turns during each Round equal to its scale, representing the individual actions of that ship's crew. However, each Task attempted after the first during each Round from any single role increases in Difficulty by 1.



to the attacker. If the character is attempting to target a specific System, the chosen system should be declared at this stage.

3. The attacker attempts a **Control + Security Task**, assisted by the ship's **Weapons + Security**, with a Difficulty determined by the weapon used.
 - A. For an energy weapon, the Difficulty is 2.
 - B. For torpedoes, the Difficulty is 3.
 - C. If a specific System has been targeted, increase the Difficulty by 1.
 - D. If the target is not at the weapon's optimal range, increase the Difficulty by 1 for each range band outside the optimal range.
4. If the Task is successful, then the attack inflicts X▲ damage, as described in its weapon profile. If a specific system was not targeted, roll to determine which system was hit on the table below.

SYSTEM HIT TABLE

D20 ROLL	SYSTEM HIT
1	Communications
2	Computers
3-6	Engines
7-9	Sensors
10-17	Structure
18-20	Weapons

DAMAGE AND REPAIRS

Whenever any ship suffers damage, follow this procedure:

1. Roll the number of ▲ for the attack or hazard's damage rating. The total rolled is the amount of damage the attack or hazard inflicts.
2. If the target has any Resistance Dice (▲ from Cover, etc.), roll those, and add the total rolled to any static Resistance the ship has. This total is the ship's total Resistance against the attack.

3. Reduce the total damage by the total Resistance. If there is any damage remaining after this reduction, the ship loses one point of Shields for each point of remaining damage. The ship may also suffer one or more Breaches to the system struck, if any of the following conditions occur:
 - A. If the ship suffers five or more damage from a single attack or hazard, after reduction from Resistance, the system hit suffers a Breach.
 - B. If the ship is reduced to 0 Shields by that attack or hazard, it suffers a Breach.
 - C. If the ship had 0 Shields before the attack or hazard, and the attack or hazard inflicts one or more damage, the ship suffers a Breach.

BREACHES

Each System of a starship can sustain a number of Breaches **equal to its Scale**. For each System, a Breach has an immediate impact, a short-term penalty such as being unable to use that System for a Turn. Then, if a System has suffered a number of Breaches equal to or greater than half the ship's Scale, then it is *damaged*. If a System has suffered a number of Breaches equal to the ship's Scale, then it is *disabled*. If a System has suffered more Breaches than the ship's Scale, then it is *destroyed*.

- **Impact:** Whenever a System suffers a Breach, it disrupts functions temporarily. Until a character in a relevant role for the System performs the *Restore* Minor Action, that System cannot be used to perform or assist any Tasks. Communications can't hail, Engines lose 2 Power, Weapons cannot fire, or if Structure is hit then roll 1▲; if an Effect is rolled, a random Player Character suffers an Injury.
- **Damaged:** If the total number of Breaches is equal to half the ship's Scale, the Difficulty of all Tasks using that System increase by 2, and a Complication occurs on the result of a 19-20. The Difficulty to repair this damage is 3.
- **Disabled:** If the total number of Breaches is equal to ship's Scale, the System is disabled. The System cannot be used to perform or assist with any related Task. If this is the Engines System, the ship cannot generate more Power and loses 1 Power every Round. The Difficulty to repair this damage is 4, and a Complication occurs on an 18-20.
- **Destroyed:** If the total number of Breaches exceeds the ship's Scale, the System is destroyed. The System cannot be used to perform or assist with any related Task, and cannot be repaired. If this is the Engines System, the ship can suffer warp core breach, as described below.

BREACHES TABLE

SCALE	DAMAGED	DISABLED	DESTROYED
1	N/A	1 Breach	2 or more Breaches
2	1 Breach	2 Breaches	3 or more Breaches
3	2 Breaches	3 Breaches	4 or more Breaches
4	2 Breaches	4 Breaches	5 or more Breaches
5	3 Breaches	5 Breaches	6 or more Breaches
6	3 Breaches	6 Breaches	7 or more Breaches

REPAIRING DAMAGE

The *Damage Control* Task listed on the Internal Systems and the Communications reference pages sends a repair team to handle the repairs. However, characters can use the *Change Position* Minor Action to move elsewhere in the ship, a character can head to the site of the damage, and attempt to perform the repairs personally. This will take a **Daring** or **Control + Engineering Task** with the Difficulty for repairs set by the damage suffered above.

WARP CORE BREACH IMMINENT!

If the ship suffers a loss of containment, then the reactors may explode at any moment; roll one or more ▲ at the end of each Round, starting with 1 at the end of the Round in which the containment loss began, and increasing by 1▲ for each successive Round (so, 2▲ for the second round, 3▲ for the third, and so forth). If one or more Effects are rolled, the reactors explode, destroying the ship immediately, killing all aboard, and inflicting 3 + ship's Scale ▲ Piercing 2 damage to all other ships within Close range.

This can, however, be avoided. Characters in main engineering may attempt to stabilize the reactor, or they may try to eject the reactor entirely (though not all ships have the capability to eject their reactors, so their crews may wish to abandon ship):

- **Stabilize the Reactor:** This is an Extended Task, with Work 8, Magnitude 3, Resistance 2, and a Base Difficulty of 3. Succeeding at this Extended Task prevents the reactor from exploding. Common combinations for this will be **Daring** or **Control + Engineering**.
- **Eject the Reactor:** This is a **Daring + Engineering Task**, with a Difficulty of 2. Success means that the reactor is successfully ejected. If ejected, continue to roll to see if it explodes; when it does, it will not destroy the ship (as it's been ejected and is no longer within the ship), but all ships, including the one that ejected it, within Close range will still suffer damage when it detonates.

NPC STARSHIP DAMAGE

While NPC vessels can make use of the full damage rules, this can become burdensome in larger battles where there are many ships involved. Instead of tracking individual System Breaches, use the following:

- **Impact:** Whenever the ship suffers one or more Breaches, it loses a single Turn during the next Round. This is not cumulative. It also loses 2 Power.
- **Damaged:** If the total number of Breaches the NPC ship has suffered is equal to or greater than half the Scale of the ship, then the ship has been significantly Damaged. This increases the Difficulty of all Tasks attempted by the ship by 2 until repaired. The Difficulty to repair this is 3.
- **Disabled:** If the total number of Breaches the NPC ship has suffered is equal to the Scale of the ship, then the ship has been disabled. The ship is no longer fully-operational and cannot take any further Turns during this scene.
- **Destroyed:** If the total number of Breaches the NPC ship has suffered exceeds the ship's Scale, then the ship has been destroyed utterly. The ship explodes in a burst of flame and a shower of scrap metal, though this explosion is not large enough to cause damage to other ships.

Repairs made will remove the penalties imposed by the damaged systems, but does not remove the Breaches that caused those conditions. As a result, if a damaged system is repaired, and then suffers an additional Breach, it will suffer the damaged condition for that system again, or be destroyed.

During the course of battle or other challenging situations, the ship may also suffer Complications that relate to the condition or function of the ship. These can also be removed by Engineering Tasks, and regarded as repairs. The normal Difficulty to remove these is 2, though this may vary based on the Gamemaster's discretion.

BAND RANGE	
ALERT	101921 21 890881 038881 21 800 11 412412 542412 11 56715 12 524122 781828 12 78 89 748878 851424 89 67161 81 521122 052122 81
SCAN	
ALT	

STARSHIP WEAPONS

Starship weapon profiles work in the same way as personal weapons, with a damage rating, but include a range and different Damage Effects and Qualities.

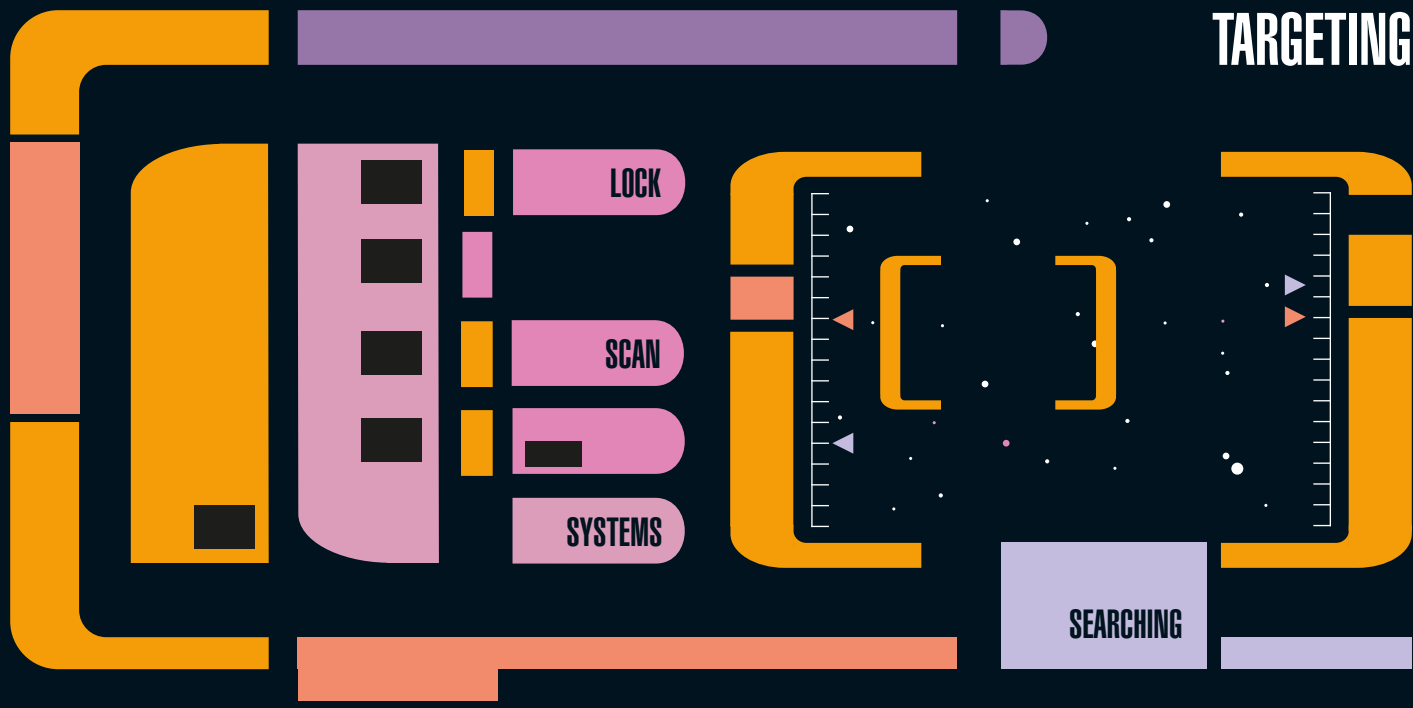
RANGE

Starship weapons have an optimal range, as described in their profile on their starship registry sheet. If the target of an attack is closer or further away than the optimal range, increase the Difficulty by 1 for each category away.

DAMAGE EFFECTS

The following abilities provide additional benefits whenever an Effect is rolled on the ▲ (see *Challenge Dice* on page 6). When one or more Effects are rolled, all Damage Effects that apply to that attack are triggered.

- **Area:** The attack affects a wider area, and can affect several targets at once. The attack automatically affects any vessel or damageable object within Contact of the initial target, and then one additional target within Close range of the initial target for each Effect rolled, starting with the next closest (as determined by the GM). If one or more Complications is rolled when using an Area attack, the GM may choose to use Complications to have an allied vessel or neutral bystander in the area affected by the attack. A target cannot be hit if it would have been more difficult to hit than the initial target.
- **Dampening:** The attack removes one point of the target's Power for each Effect rolled.
- **Persistent X:** The attack leaves behind a lingering energy field, which continues to damage the target. At the end of each Round, the target vessel suffers an additional X damage. This lasts for a number of Rounds equal to the number of Effects rolled.
- **Piercing X:** The attack ignores X points of the target's total Resistance for each Effect rolled.
- **Spread:** The attack inflicts additional damage elsewhere on the target. If one or more Effects is rolled, the attack inflicts one additional hit to a random System (even if the attack was targeting a specific System), which deals half the damage of the initial hit, rounding up, +1 for every Effect rolled after the first. This additional hit is resolved separately, and each hit against the target is reduced by Resistance, reduces Shields, and potentially causes Breaches, individually.
- **Vicious X:** The attack inflicts X additional damage for each Effect rolled.



QUALITIES

The following additional qualities alter the way the weapon functions, some in positive ways, others by applying restrictions.

- **Calibration:** The weapon requires careful calibration before firing. The weapon cannot be used to attack unless a *Prepare* Minor Action is performed during the same Turn.
- **Devastating:** Engineering Tasks to repair damage caused by this weapon increase in Difficulty by 1.
- **Hidden X:** The weapon is concealed from scans. When the weapon is hidden, any scan of the vessel to locate the weapon increases in Difficulty by X. A character may use a single Minor Action to conceal a Hidden weapon.
- **High-Yield:** The weapon inflicts massive damage to enemy vessels; if the attack inflicts one or more Breaches to a system, it inflicts one additional Breach.
- **Versatile X:** The attack gains X points of bonus Momentum if successful.

STARSHIP COMBAT MOMENTUM SPENDS

The following table provides a number of additional options available to a character when they generate one or more Momentum in starship combat. These are in addition to the normal uses of Momentum, and any others that Players or the GM create themselves.

STARSHIP COMBAT MOMENTUM SPENDS TABLE		
MOMENTUM SPEND	COST	EFFECT
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 2 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 primary attack's damage, rounding up.
Swift Task	2	The character may attempt one additional Task, increasing the Difficulty by one over what the Task would normally require.
Power Loss	1 R	The attack also removes one point of the target's Power.

DIFFICULTY EXAMPLES

DIFFICULTY

0	Researching a widely-known subject. Shooting a training target with a phaser or disruptor. Performing routine maintenance and repairs.
1	Researching a specialized subject. Striking an enemy in hand-to-hand combat. Rerouting power during an emergency.
2	Researching obscure information. Shooting an enemy with a phaser or disruptor. Repairing a transporter pad while under fire.
3	Researching restricted information. Shooting an enemy with a phaser or disruptor in poor light. Altering a subspace antenna to overcome interference, without the proper tools.
4	Researching classified information. Shooting an enemy in a defensive position with a phaser or disruptor, in poor light. Attempting to integrate Starfleet technology with the incompatible technology of another species.
5	Researching a subject where the facts have been thoroughly redacted from official records. Shooting a small, fast-moving target with a phaser or disruptor, in poor light. Attempting a transport while at warp, to another vessel which is also at warp.

IMPROVING THE ODDS

- **MOMENTUM:** The spend *Create Opportunity* allows characters to buy additional dice, representing coordination, teamwork, and building upon prior successes. The first bonus die costs 1 Momentum, the second costs 2, and the third costs 3.
- **THREAT:** The *Create Opportunity* spend can be paid for by adding to Threat instead of spending Momentum, representing taking risks or acting recklessly. This costs the same as spending Momentum, but a point is added to Threat for each Momentum spent.
- **DETERMINATION:** When spending Determination, the character adds a single bonus d20 to the Task; unlike any other source of bonus d20s, a die bought with Determination is considered to have already rolled a 1 (therefore scoring two successes automatically). Determination may only be spent in certain circumstances.
- **TALENTS:** A few Talents that a character may have grant them bonus d20s in specific circumstances. This costs nothing other than being in the correct situation to use, but they still count towards the number of bonus d20s that can be purchased.

COMMON MOMENTUM SPENDS

- **CREATE ADVANTAGE:** Momentum can allow a character to produce a positive or advantageous circumstance. Spending two Momentum establishes some new Advantage in addition to whatever effect the successful Task had. Advantages created must relate to the nature of the Task attempted, and it must be something that could logically result from the character's actions. Advantages created with this spend may alternatively be used to remove a Complication currently in play.
- **OBTAIN INFORMATION:** (Repeatable). Each point of Momentum spent on a successful Task can be used to ask the Gamemaster one question about the situation. The Gamemaster must answer truthfully.
- **CREATE OPPORTUNITY:** (Immediate, Repeatable). One of the most straightforward uses of Momentum is to buy additional d20s for a future Task. The decision to buy these extra dice must be made before any dice are rolled on that Task. Up to three dice may be bought, with the first costing 1 Momentum, the second costing 2, and the third costing 3.
- **CREATE PROBLEM:** (Immediate, Repeatable). A character can choose to make things more difficult for an opponent, increasing the Difficulty of a single Task by 1 for every two Momentum spent. The decision to increase a Task's Difficulty must be made before any dice are rolled on that Task.

COMBAT MOMENTUM SPENDS

MOMENTUM SPEND	COST	EFFECT
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.
Disarm	2	One weapon held by the target is knocked away and falls to the ground within Reach.
Extra Minor Actions	1 (I R)	Take an additional Minor Action.
Keep the Initiative	2 (I)	Pass the action order to another ally instead of the enemy; may only be done once before the enemy has taken at least one action.
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
Avoid an Injury	2 (I)	Avoid suffering a single Injury. The cost may be paid by suffering a Complication instead. Other factors may increase the cost further. May only be used once per scene, though additional uses can be obtained.
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 over what the Task would normally require.