

LCARS 40084

06-301971

STARSHIP MINOR ACTION

CHANGE POSITION

06-211934

POSITION: All

The character moves to any other station on the bridge, or to any other location on the ship.

09-202009

If that bridge station is unoccupied, the character can take control of that station immediately; otherwise, the character takes control whenever the officer already at that station departs. If the character is moving to somewhere else on the ship, they arrive in that location at the start of their next turn.

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STARSHIP MINOR ACTION

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INTERACT

06-211934

POSITION: All

The character interacts with an object in the environment.

Particularly complex interactions may require a major action (and a task) instead. This covers basic and routine interactions with ship systems that aren't otherwise covered here.

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STARSHIP MINOR ACTION

06-301971

PREPARE

06-211934

POSITION: All

The character prepares for, or spends time setting up, a task.

Some tasks require this minor action to be taken before the task can be attempted.

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STARSHIP MINOR ACTION

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RESTORE

06-211934

POSITION: All

The character performs minor repairs.

The character performs the minor repairs and adjustments needed to restore a system after disruption or minor damage. Certain circumstances call for the use of this minor action.

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STARSHIP MAJOR ACTION

ASSIST

06-211934

POSITION: All

The character performs some activity that grants an ally an advantage.

09-202009

The character nominates a single ally they can communicate with and assists their next task (see Teamwork and Assistance, page 255). If a character attempts a task and you have not yet acted, you can give up your turn this round to assist them immediately.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

POSITION: All

Create or change a trait in the scene, or remove one that's already present.

This is a task with a Difficulty of 2, using an **Attribute + Department** and focus based on what you are doing. If successful, you create, change, or remove a trait.

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STARSHIP MAJOR ACTION

OTHER TASKS

06-211934

POSITION: All

Perform a task at the discretion of the gamemaster.

Circumstances or objectives may dictate a task, and particularly dangerous situations may require working to overcome an extended task or complete a challenge.

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STARSHIP MAJOR ACTION OVERRIDE

06-211934

POSITION: All

The character overrides the controls of another position.

The character may attempt a major action from any other position other than commanding officer, but increasing the Difficulty by 1, due to the sub-optimal controls.

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STARSHIP MAJOR ACTION

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PASS

06-211934

POSITION: All

The character chooses not to attempt a task.

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STARSHIP MAJOR ACTION

READY

06-211934

POSITION: All

You choose another major action to take as a reaction to something else.

When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, then play proceeds as normal. If the triggering event does not occur before your next turn, the action is lost. You can still perform minor actions during your turn.

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STARSHIP MAJOR ACTION

ASSIST

06-211934

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POSITION: Command

You assist those under your command.

In addition to the standard Assist action description on page 289, if you use the Assist action on your turn while in command, you may pick two characters to assist, rather than one.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

POSITION: Command

You create battle plans and strategies to assist the current situation.

09-202009

In addition to the standard Create Trait action description on page 289, note that while not unique to command, this action is useful for characters in command, and usually uses **Control**, **Insight**, or **Reason + Command**, to perform the task, normally representing battle plans, strategies, and similar.

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STARSHIP MAJOR ACTION

DIRECT

06-211934

POSITION: Command

You give orders to those under your command.

Spend 1 Momentum and select one ally on the bridge who immediately attempts a single major action, and you assist them by rolling 1d20 with your **Control + Command**.

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STARSHIP MAJOR ACTION

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RALLY

06-211934

POSITION: Command

You inspire and coordinate the crew.

Make a **Presence + Command** task with a Difficulty of 0; this task is specifically to generate Momentum, either to use immediately or to save for the group.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

09-202009

02-221978

05-152003

POSITION: Communications

Boost or recalibrate communications to pierce interference, or methods used to encrypt or decrypt messages.

In addition to the standard Create Trait action description on page 289, this action is often useful for creating traits which represent efforts to boost or recalibrate communications to pierce interference, or methods used to encrypt or decrypt messages. It can also be used to create traits that represent coordinating personnel aboard the ship or coordinating with other ships.

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STARSHIP MAJOR ACTION

DAMAGE CONTROL

06-211934

POSITION: Communications

You direct a damage control team to begin stabilizing and repairing damage.

09-202009

Choose a single breach (see page 310), and attempt a **Presence + Engineering** task, with a Difficulty of 2; increase this by 1 per additional degree of potency. If successful, the chosen breach is patched, and no longer imposes any penalties or effects. The breach itself is not fully removed, which will require proper repairs outside of combat.

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STARSHIP MAJOR ACTION

TRANSPORT

06-211934

09-202009

02-221978

05-152003

POSITION: Communications

You send instructions to one of the ship's transporter rooms to beam a group of people or objects, to or from the ship, or from one place to another.

This follows the rules for transporters described on page 190, but operating them from the bridge increases the Difficulty by 1.

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STARSHIP MINOR ACTION

06-301971

IMPULSE

06-211934

POSITION: Helm

Using the ship's impulse engines, you fly the ship.

You move up to two (2) zones to anywhere within Long range.

If you only move one (1) zone, you may reduce the Momentum cost of movement through difficult or hazardous terrain by 1.

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STARSHIP MINOR ACTION

THRUSTERS

06-211934

POSITION: Helm

Using the ship's maneuvering thrusters, you make fine adjustments to the ship's position.

09-202009

You may move the ship to anywhere within your current zone, and you may move safely into Contact with another ship, station, or other object (this may include docking with another vessel or landing).

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STARSHIP MAJOR ACTION

ATTACK PATTERN

06-211934

POSITION: Helm

You fly steadily to make it easier for your shipmates to target the enemy.

If you take this action, each time your ship makes an attack before your next turn, you may Assist on that attack, using your **Control + Conn**. However, until your next turn, all attacks against the ship reduce their Difficulty by 1.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

POSITION: Helm

Through careful maneuvering you create favorable conditions.

In addition to the standard Create Trait action description on page 289, note that, from the helm, this action is often useful for creating traits that reflect careful positioning or skilled maneuvering.

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STARSHIP MAJOR ACTION

EVASIVE ACTION

06-211934

09-202009

02-221978

05-152003

POSITION: Helm

You maneuver the ship in a quick, unpredictable way to foil enemy targeting.

If you take this action, then until your next turn, all attacks against your ship become opposed tasks, opposed using your **Daring + Conn** and assisted by the ship's **Structure + Conn**. If you win the opposed task, you may move the ship 1 zone. However, until the start of your next turn, all attacks made by your ship suffer +1 Difficulty.

You cannot take this action if the ship is currently benefiting from the Defensive Fire action (page 305).

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STARSHIP MAJOR ACTION MANEUVER

06-211934

POSITION: Helm

You focus on carefully controlling the ship's flight.

Attempt a **Control + Conn** task with Difficulty 0, assisted by the ship's **Engines + Conn**. This is normally used to generate Momentum for crossing difficult terrain.

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STARSHIP MAJOR ACTION

06-301971

RAM

06-211934

POSITION: Helm

You choose a single enemy vessel or other target within Close range and move into Contact with them.

09-202009

This is an Attack, requiring a **Daring + Conn** task with a Difficulty of 2, assisted by the ship's **Engines + Conn**. If successful, the Attack inflicts the ship's collision damage (see sidebar) on the target, with the Intense quality, but suffers the target's collision damage in return.

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STARSHIP MAJOR ACTION

WARP

06-211934

09-202009

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05-152003

POSITION: Helm

Requires Reserve Power.

You take your ship to Warp Speed.

You must take a Prepare minor action to take this action. Attempt a **Control + Conn** task with a Difficulty of 1, assisted by the ship's **Engines + Conn**. If you succeed, you move the ship a number of zones equal to the ship's Engines score, or you leave the battlefield entirely. See Going to Warp, page 295.

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STARSHIP MAJOR ACTION

ASSIST

06-211934

09-202009

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POSITION: Navigator

Through careful maneuvering, you provide a stable environment for the officer at the helm to achieve their goals.

When using the standard Assist action detailed on page 289, it's common for a navigator to assist the officer at the helm.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

POSITION: Navigator

Plotting an optimal course for your ship, you provide additional support to the crew.

09-202009

In addition to the standard Create Trait action description on page 289, note that, from the navigator's station, this action is often useful for creating traits that reflect plotting a careful course or studying the terrain.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

POSITION: Operations/Engineering

You make modifications to the ship's systems to create an advantageous situation for your crew.

09-202009

In addition to the standard Create Trait action description on page 289, note that, from operations, this action is often useful for creating traits that reflect modifications to ship systems.

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06-301971

STARSHIP MAJOR ACTION

DAMAGE CONTROL

06-211934

POSITION: Operations/Engineering

Cordinate and assess damage caused to the ship with the aim of initiating and completing repairs.

09-202009

Choose a single breach and attempt a **Presence + Engineering** task, with a Difficulty of 2; increase this by 1 per additional degree of Potency.

02-221978

If successful, the breach is patched, and no longer imposes penalties or effects. The breach will require proper repairs outside of combat.

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STARSHIP MAJOR ACTION

REGAIN POWER

06-211934

POSITION: Operations/Engineering

You draw energy from another system to replenish the ship's Reserve Power.

09-202009

Attempt a **Control + Engineering** task, with a Difficulty of 1. This may Succeed at Cost. On success, you restore the ship's Reserve Power, allowing it to be used later during the scene. Complications should reflect subsystems shut-down to use their power.

02-221978

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The Difficulty for this task increases by 1 each time it is attempted during a scene.

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STARSHIP MAJOR ACTION

REGENERATE SHIELDS

06-211934

POSITION: Operations/Engineering

Requires Reserve Power.

You reroute Reserve Power to the shield emitters, attempting to restore their strength.

09-202009

02-221978

This requires a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Structure + Engineering**; the Difficulty increases by 1 if the ship's shields are at 0. If successful, the ship regains shields equal to your **Engineering** department, plus 2 more by spending 1 Momentum (Repeatable).

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STARSHIP MAJOR ACTION

REROUTE POWER

06-211934

POSITION: Operations/Engineering

Requires Reserve Power.

You reroute Reserve Power to a specific system.

The chosen system gains power which will apply to the next action using that system (as described on page 185).

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06-301971

STARSHIP MAJOR ACTION TRANSPORT

06-211934

POSITION: Operations/Engineering

You remotely operate the ship's transporters.

This follows the rules for transporters described on page 190, but operating them from the bridge increases the Difficulty by 1.

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06-301971

STARSHIP MINOR ACTION

CALIBRATE SENSORS

06-211934

POSITION: Sensor Operations

You work to fine-tune the sensors to get the clearest readings.

On your next Sensor Operations action, you may either ignore a single trait affecting the task, or re-roll 1d20.

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STARSHIP MINOR ACTION

06-301971

LAUNCH PROBE

06-211934

POSITION: Sensor Operations

You launch a sensor probe in order to study a situation or phenomenon in more depth or from a safe distance.

09-202009

Select a single zone anywhere within Long range: you launch a probe which flies to that zone. Sensor Operations major actions may determine range from the probe's location rather than the ship.

02-221978

The probe can be targeted as if a Small Craft, and it is destroyed if it takes any damage.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

POSITION: Sensor Operations

Use sensors to indentify phenomena or situations that might benefit ship operations.

09-202009

In addition to the standard Create Trait action description on page 289, note that, from sensor operations, this action is often useful for creating traits that reflect important information that has been detected or discovered.

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STARSHIP MAJOR ACTION

REVEAL

06-211934

09-202009

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05-152003

POSITION: Sensor Operations

You scan for the trace signals that may reveal the tell-tale presence of a cloaked vessel, or a vessel concealed by some other phenomenon.

Attempt a **Reason + Science** task, assisted by the ship's **Sensors + Science**, with a Difficulty of 3. If you succeed, and there is a hidden vessel within Long range, you reveal which zone it is in (if there are multiple, this only reveals one such vessel, chosen at random). Until that vessel moves, your ship may attack that hidden vessel, but increasing the Difficulty by 2.

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06-301971

STARSHIP MAJOR ACTION

SCAN FOR WEAKNESS

06-211934

POSITION: Sensor Operations

You scan an enemy vessel, looking for vulnerabilities.

Choose a single vessel and attempt a **Control + Science** task with a Difficulty of 2, assisted by the ship's **Sensors + Security**. If this succeeds, the next attack made against that ship increases its damage by 2, or gains the Piercing quality.

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STARSHIP MAJOR ACTION

SENSOR SWEEP

06-211934

09-202009

02-221978

05-152003

POSITION: Sensor Operations

You use the sensors to scan for information.

Select a single zone to scan, and attempt a **Reason + Science** task, assisted by the ship's **Sensors + Science**, with a Difficulty of 1. If successful, the gamemaster provides basic information on any ships, objects, or other phenomena in that zone; you may spend Momentum to get extra information as normal.

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06-301971

STARSHIP MINOR ACTION

CALIBRATE WEAPONS

06-211934

POSITION: Tactical

You fine-tune the frequency of energy weapons, and the yield of torpedoes to achieve a desired result.

09-202009

On your next attack with the ship's weapons, increase the weapon's damage by 1.

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PREPARE

06-211934

POSITION: Tactical

The character prepares for, or spends time setting up, a task.

Some tasks require this minor action to be taken before the task can be attempted. At tactical, this action can be used to raise or lower the ship's shields, or to arm or disarm the ship's weapons.

- ◀ **Shields:** When the shields are lowered, the ship's maximum shields are 0. When raised, they are restored to their normal maximum, or to their previous total if the ship has taken any damage this scene.
- ◀ **Weapons:** The ship may only make Weapons Attacks if the weapons are armed. However, enemy ships can detect whether your ship's weapons are armed.

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STARSHIP MINOR ACTION

TARGETING SOLUTION

06-211934

POSITION: Tactical

You lock targeting sensors onto an enemy vessel.

Select a single enemy vessel within Long range. On the next attack against that vessel, either re-roll a d20 on the task, or choose which of the target's systems are hit by the attack, rather than rolling.

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STARSHIP MAJOR ACTION

ALTER/CREATE TRAIT

06-211934

POSITION: Tactical

Modifying the weapons systems, you create favorable circumstances when engaging firing resolutions.

09-202009

In addition to the standard Create Trait action description on page 289, note that, from tactical, this action is often useful for creating traits that reflect modifications to weapon systems, or useful targeting data.

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STARSHIP MAJOR ACTION

DEFENSIVE FIRE

06-211934

09-202009

02-221978

05-152003

POSITION: Tactical

Choose a single energy weapon on your ship and use it in a defensive way.

Until your next turn, any enemy attack against your ship becomes an opposed task, opposed by your **Daring + Security** (and assisted by your ship's **Weapons + Security**) at the same Difficulty. If you succeed, you may spend 2 Momentum to counterattack, inflicting your weapon's damage against the attacker.

You cannot take this action if the ship is currently benefitting from Evasive Action (page 302).

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STARSHIP MAJOR ACTION

FIRE

06-211934

POSITION: Tactical

You select a single energy weapon or a single torpedo weapon on the ship and fire it at a target.

09-202009

Choose a target for that weapon, and make an Attack following the process on page 306. If you attempt a torpedo attack, add 1 Threat.

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06-301971

STARSHIP MAJOR ACTION

MODULATE SHIELDS

06-211934

POSITION: Tactical

You try to tune your shields to resist enemy attacks.

This cannot be attempted if the shields are at 0. If you take this action, then until your next turn, increase the Resistance of your ship by 2.

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05-152003

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06-301971

STARSHIP MAJOR ACTION

TRACTOR BEAM

06-211934

09-202009

02-221978

05-152003

POSITION: Tactical

The character engages a tractor beam at a nearby object or vessel.

This requires a **Control + Security** task, assisted by the ship's **Structure + Security** with a Difficulty of 2, and can only be directed at a target within Close range.

If successful, the target vessel is immobilized and cannot move unless it can break free. This can be done in a number of ways, but the Difficulty is equal to the tractor beam strength of your vessel.

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