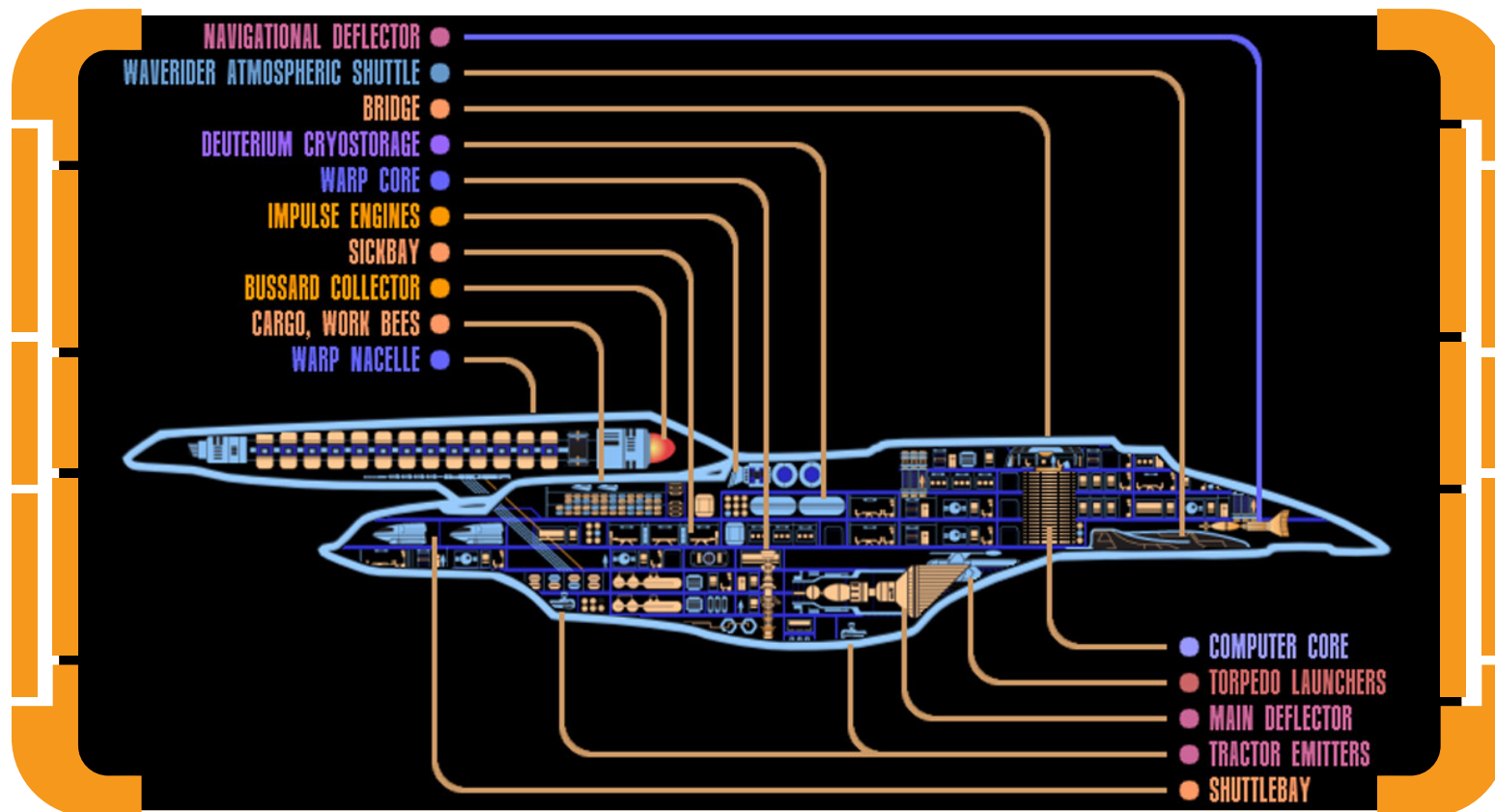


# USS THORNE NCC 78017

# MAIN ENGINEERING



214 096 742

MINOR ACTIONS	INTERACT	INTERACT WITH AN OBJECT IN THE ENVIRONMENT
	CHG POSITION	MOVE TO ANOTHER STATION OR LOCATION — ARRIVE AT NEW LOCATION BEGINNING OF NEXT TURN
	PREPARE	PREPARE FOR A TASK
	RESTORE FAULT	CLEAR A MINOR PROBLEM OR FAULT WITH A SYSTEM, RESTORING IT TO FUNCTION
STANDARD	ASSIST	NOMINATE A SINGLE ALLY AND DECLARE A METHOD TO AID THEM
	READY	DECLARE A TASK TO TAKE WHEN A SPECIFIC SITUATION OR EVENT OCCURS
	OVERRIDE	ATTEMPT TASK FROM ANOTHER ROLE WITH DIFFICULTY INCREASED BY 1
SYSTEMS	DAMAGE CTRL	000 PRSC -1 SEND TEAM TO REPAIR SYSTEM (DIFFICULTY -1 VS NORMAL)
	POWER MGMT	000 DAR/CTRL 01 GAIN 1 POWER + 2/MOMENTUM (R), MAY EXCEED MAXIMUM
	REGEN SHIELDS	01 CTRL 00 STRUCT DF + 1, IF SHIELDS ARE 0 REGAIN 2 SHIELD POINTS, +2/MOMENTUM (R)
		PWR ATTR + ENG DF SYS + ENG

941 655 114 056 012

## SPECIFICATIONS

ENGINES	009	COMMAND	002	SCALE	003	MAIN POWER	009	WORKBEE	002
STRUCTURE	009	CONN	002	RESISTANCE	003	CREW	081	T8 SHUTTLE	002
COMPUTERS	010	SECURITY	002	MASS KMT	147	CREW SUPPORT	004	WAVERIDER	001
SENSORS	010	ENGINEERING	003	LENGTH	222	SHIELD OUTPUT	011	MAX FLIGHT OPS	002
WEAPONS	009	SCIENCE	004	BEAM	110	PHASER OUTPUT	005	MAX WARP	803
COMMS	008	MEDICINE	002	SUSP	041	TORPEDO CLASS	005	CRS WARP	600

## POWER SYSTEMS

MAIN POWER

REACTOR CONTAINMENT

CORE EJECT

DAR 02

ATTR + ENG DF

DAR/CTRL 03 02

ATTR + ENG DF RES

## MOMENTUM

BONUS DICE	1/3/6	REDUCE TIME SPENT	1	EXTRA MINOR ACTIONS	1 IR	CREATE ADVANTAGE	2	AVOID INJURY	2 1	PIERCE 2 RESISTANCE	1 R	LF-47	TX	C3D
EXTRA TASK (DF +1)	2	OBTAIN EQUIPMENT	VARIES	OBTAIN INFORMATION	1 R	KEEP INITIATIVE	2 1	EXTRA WORK/DAMAGE	1 R	REROLL WORK/DAMAGE	1	FIG-7	MK-95	C4E

04523

3241

5878X

## MINOR ACTIONS

INTERACT	INTERACT WITH AN OBJECT IN THE ENVIRONMENT
CHG POSITION	MOVE TO ANOTHER STATION OR LOCATION — ARRIVE AT NEW LOCATION BEGINNING OF NEXT TURN
PREPARE	PREPARE FOR A TASK
RESTORE FAULT	CLEAR A MINOR PROBLEM OR FAULT WITH A SYSTEM, RESTORING IT TO FUNCTION
ASSIST	NOMINATE A SINGLE ALLY AND DECLARE A METHOD TO AID THEM
READY	DECLARE A TASK TO TAKE WHEN A SPECIFIC SITUATION OR EVENT OCCURS
STANDARD	<b>OVERRIDE</b> ATTEMPT TASK FROM ANOTHER ROLE WITH DIFFICULTY INCREASED BY 1

## HELM

MANEUVER	000	CTRL	00	ENGINE	USE THRUSTERS TO MOVE 1 ZONE
IMPULSE	01	CTRL	00	ENGINE	USE IMPULSE DRIVE TO MOVE 2 ZONES
WARP	1/2	CTRL	00	ENGINE	USE WARP TO QUICKLY MOVE 2 OR MORE ZONES
EVASIVE ACTION	01	CTRL	01	STRUC	UNTIL NEXT TASK, ALL ATTACKS BY AND AGAINST THIS SHIP ARE +1 DIFFICULTY
ATK PATTERN	01	DAR	02	WPNS	UNTIL NEXT TURN, ATTACKS FROM THIS SHIP ARE -1 DIFFICULTY
RAMMING SPD	000	DAR	02	ENGINE	DAMAGE 2 + SCALE (SPREAD, VICIOUS 1, DEVASTATING)
NAVIGATION	<b>PLOT COURSE</b> 000    REA    03    CMPTR <b>CHART HAZARD</b> 000    REA    02    SNSR				NEXT TASK REDUCED IN DIFFICULTY BY 1 + 1/2M

PWR    ATTR + CONN    DF    SYS + CONN

## MOMENTUM

BONUS DICE	1/3/6	REDUCE TIME SPENT	1	EXTRA MINOR ACTIONS	1 IR
EXTRA TASK (DF+1)	2	OBTAIN EQUIPMENT	VARIES	OBTAIN INFORMATION	1 R
AVOID INJURY	2 I	PIERCE 2 RESISTANCE	1 R	EXTRA WORK/DAMAGE	1 R
CREATE ADVANTAGE	2	KEEP INITIATIVE	2 I	REROLL WORK/DAMAGE	1



055

114

056

012

## WAVERIDER

ENGINES	007	COMMAND		SCALE	002	PHASERS RANGE: MEDIUM DAMAGE: 4 VERSATILE: 2 (ON HIT, GAIN 2 MOMENTUM)	LAUNCH
STRUCTURE	007	CONN	002	RESISTANCE	002		
COMPUTERS	008	SECURITY	001	SHIELD OUTPUT	004		
SENSORS	007	ENGINEERING	001	MAIN POWER	004		
WEAPONS	007	SCIENCE	001	MAX WARP	650	MICRO-TORPEDOES RANGE: LONG DAMAGE: 4 HIGH YIELD: BONUS BREACH WHEN A BREACH IS INFLICTED	LAUNCH
COMMS	009	MEDICINE		CRS WARP	500	IMPROVED IMPULSE DRIVE DF-1 TO HIT IF SPEND 2 MOMENTUM ON ANY IMPULSE, ATTACK PATTERN, EVASIVE, OR RAMMING ACTION  ENEMIES SCALE 3 OR HIGHER HAVE DF + 1 TO HIT	

## TYPE VIII SHUTTLE

ENGINES	007	COMMAND		SCALE	001	PHASERS RANGE: MEDIUM DAMAGE: 3 VERSATILE: 2 (ON HIT, GAIN 2 MOMENTUM) COSTS 2 THREAT TO ARM	LAUNCH
STRUCTURE	006	CONN	001	RESISTANCE	001		
COMPUTERS	007	SECURITY	001	SHIELD OUTPUT	003		
SENSORS	005	ENGINEERING	001	MAIN POWER	004		
WEAPONS	006	SCIENCE		MAX WARP	310	RUGGED DESIGN DIFFICULTY TO REPAIR REDUCED BY 1	LAUNCH
COMMS	006	MEDICINE		CRS WARP	280	ENEMIES SCALE 3 OR HIGHER HAVE DF + 1 TO HIT	

## SPECIFICATIONS

ENGINES	009	COMMAND	002	SCALE	003	MAIN POWER	009	WORKBEE	002
STRUCTURE	009	CONN	002	RESISTANCE	003	CREW	081	T8 SHUTTLE	002
COMPUTERS	010	SECURITY	002	MASS KMT	147	CREW SUPPORT	004	WAVERIDER	001
SENSORS	010	ENGINEERING	003	LENGTH	222	SHIELD OUTPUT	011	MAX FLIGHT OPS	002
WEAPONS	009	SCIENCE	004	BEAM	110	PHASER OUTPUT	005	MAX WARP	803
COMMS	008	MEDICINE	002	SUSP	041	TORPEDO CLASS	005	CRS WARP	600

# USS THORNE NCC 78017

# TACTICAL

MINOR ACTIONS	INTERACT	INTERACT WITH AN OBJECT IN THE ENVIRONMENT	
	CHG POSITION	MOVE TO ANOTHER STATION OR LOCATION — ARRIVE AT NEW LOCATION BEGINNING OF NEXT TURN	
	PREPARE	PREPARE FOR A TASK	
	RESTORE FAULT	CLEAR A MINOR PROBLEM OR FAULT WITH A SYSTEM, RESTORING IT TO FUNCTION	
	SHIELDS	ACTIVATE OR DEACTIVATE THE DEFLECTOR SHIELDS	
STANDARD	ASSIST	NOMINATE A SINGLE ALLY AND DECLARE A METHOD TO AID THEM	
	READY	DECLARE A TASK TO TAKE WHEN A SPECIFIC SITUATION OR EVENT OCCURS	
	VERRIDE	ATTEMPT TASK FROM ANOTHER ROLE WITH DIFFICULTY INCREASED BY 1	
TACTICAL/SECURITY	INTERNAL SNSR	000 CTRL 00 SNSR+SEC	DETECT PRESENCE OF PERSONNEL IN SPECIFIC AREA OF SHIP
	DPLY SECURITY	000 PRSC 01	DISPATCH SECURITY TEAM (OPPOSED BY HOSTILE FORCE)
	CONTAIN FLD	000 REA XX STRUC+SEC	ACTIVATE CONTAINMENT FIELDS IN A SECTION OF THE SHIP
	MODULATE SHIELDS	01 CTRL 02 STRUC+ENG	INCREASE RESISTANCE BY 1, +1/M
	ENGAGE CLOAK	03 CTRL+ENG 02 ENG+SEC	GAIN CLOAKED TRAIT, SHIELDS DOWN, CANNOT ATTACK. MINOR ACTION TO DROP

**RED ALERT**

TARGET LOCATION

01-04 ENGINES

05 CLOAK

06-12 STRUCTURE

13 COMPUTERS

14-16 SENSORS

17-19 WEAPONS

20 COMMS

SHIELD STATUS

**YELLOW ALERT**

04523 3241
5879X

PHASERS

02 CTRL WPNS 01 05

02 06

03 07

AREA SPREAD

VERSATILE 2 (ON HIT, GAIN 2 MOMENTUM)

AREA (MAY HIT MULTIPLE TARGETS NEAR PRIMARY)

SPREAD (SECONDARY DAMAGE POSSIBLE)

LOCK

FIRE

DIRECT SPREAD

HIGH YIELD (BONUS BREACH WHEN A BREACH IS INFLICTED)

DIRECT (1 THREAT)

SPREAD (3 THREAT, SECONDARY DAMAGE POSSIBLE)

TORPEDOES

02 CTRL WPNS 00 05

02 CTRL STRUC 00 00

LOCK TRACTOR BEAM, IMMOBILIZING TARGET (STRENGTH 2)

TRACTOR

RANGE	DF	ATTR + SEC	SYS + SEC	PWR	DMG	OPT EFFECT	ALL WEAPONS ARE DF+1 VS SMALL CRAFT (SCALE 1, 2)
BONUS DICE	1/3/6			REDUCE TIME SPENT	1	EXTRA MINOR ACTIONS	1 IR
EXTRA TASK (DF+1)	2			OBTAIN EQUIPMENT	VARIES	OBTAIN INFORMATION	1 R
AVOID INJURY	2 I			PIERCE 2 RESISTANCE	1 R	EXTRA WORK/DAMAGE	1 R
				CREATE ADVANTAGE	2	KEEP INITIATIVE	2 I
				REROLL WORK/DAMAGE	1		

## SPECIFICATIONS

ENGINES	009	COMMAND	002	SCALE	003	MAIN POWER	009	WORKBEE	002
STRUCTURE	009	CONN	002	RESISTANCE	003	CREW	081	T8 SHUTTLE	002
COMPUTERS	010	SECURITY	002	MASS KMT	147	CREW SUPPORT	004	WAVERIDER	001
SENSORS	010	ENGINEERING	003	LENGTH	222	SHIELD OUTPUT	011	MAX FLIGHT OPS	002
WEAPONS	009	SCIENCE	004	BEAM	110	PHASER OUTPUT	005	MAX WARP	803
COMMS	008	MEDICINE	002	SUSP	041	TORPEDO CLASS	005	CRS WARP	600

# USS THORNE NCC 78017

# SCIENCE OPERATIONS

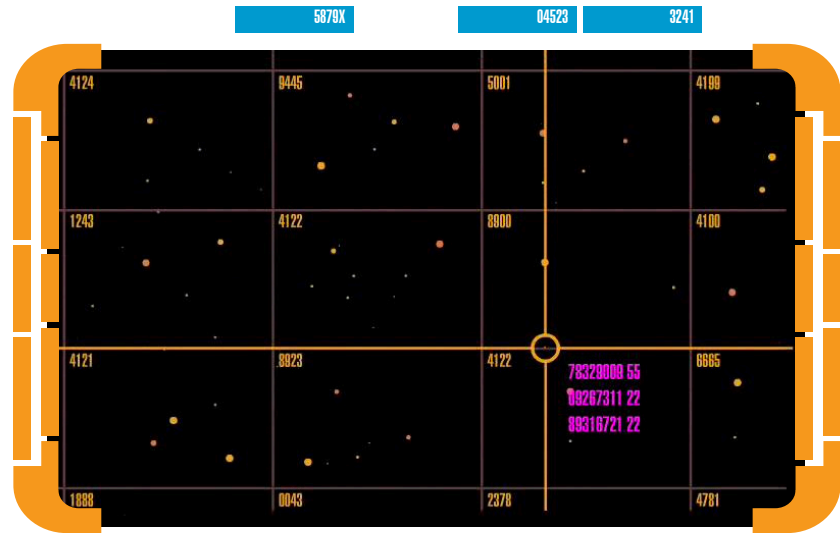
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	RESTORE FAULT	CLEAR A MINOR PROBLEM OR FAULT WITH A SYSTEM, RESTORING IT TO FUNCTION				
STANDARD	SHIELDS	ACTIVATE OR DEACTIVATE THE DEFLECTOR SHIELDS				
	ASSIST	NOMINATE A SINGLE ALLY AND DECLARE A METHOD TO AID THEM				
	READY	DECLARE A TASK TO TAKE WHEN A SPECIFIC SITUATION OR EVENT OCCURS				
COMMUNICATIONS	HAIR	000	CTRL+ENG	00	COMMS+ENG	OPEN COMMUNICATIONS CHANNEL
	INTERCEPT	000	INS+ENG		COMMS+SEC	PICK UP AND DECIPHER COMMUNICATIONS WITHIN 2 ZONES, DF SET BY GM <i>USE CTRL WITH DF -1 IF CULTURE'S CODES AND CIPHERS ARE KNOWN</i>
SYSTEMS	SIGNAL JAM	01	CTRL+ENG	XX	COMMS+ENG	CHOOSE DIFFICULTY XX, SELECT TARGET WITHIN 1 ZONE IF SUCCESSFUL, TARGET HAILS NOW REQUIRE XX DIFFICULTY
	DAMAGE CTRL	000	PRSC+ENG	00		SEND TEAM TO REPAIR SYSTEM
	POWER MGMT	000	DAR/CTRL+ENG	02		GAIN 1 POWER + 2/MOMENTUM (R), MAY EXCEED MAXIMUM
	REGEN SHIELDS	01	CTRL+ENG	01	STRUC+ENG	DF + 1, IF SHIELDS ARE 0 REGAIN 2 SHIELD POINTS, +2/MOMENTUM (R)
DAMAGE CONTROL	DAMAGE REPORT	000	INS+CMD	01	COMMS+ENG	REDUCE DIFFICULTY OF A SINGLE REPAIR TASK BY 1. +1 TASK/MOMENTUM (R), DF-1 PER 2 MOMENTUM (R)

DAMAGE CONTROL	ENGINES	72598	IMPACT	DAMAGED	DISABLED	DESTRUCT	LIFE SUPPORT
	STRUCTURE	077	IMPACT	DAMAGED	DISABLED	DESTRUCT	
	COMPUTERS		IMPACT	DAMAGED	DISABLED	DESTRUCT	
	SENSORS	6554	IMPACT	DAMAGED	DISABLED	DESTRUCT	
	WEAPONS	42547	IMPACT	DAMAGED	DISABLED	DESTRUCT	
	COMMUNICATIONS	059	IMPACT	DAMAGED	DISABLED	DESTRUCT	

TACTICAL OPS	TRACTOR LOCK	000	CTRL+SEC	03	STRUC+SEC	SAME ZONE ONLY, IMMOBILIZE TARGET (STRENGTH 2)
	ENGAGE CLOAK	03	CTRL+ENG	03	ENG+SEC	GAIN CLOAKED TRAIT, SHIELDS DOWN, CANNOT ATTACK. MINOR ACTION TO DROP
	MODULATE SHIELDS	01	CTRL+SEC	03	STRUC+SEC	INCREASE RESISTANCE BY 1, +1/M
	LAUNCH PROBE					SEND PROBE TO LOCATION (DF-2 FOR SWEEP, ORIGIN FOR SCAN)
SENSORS	INTERNAL SNSR	000	CTRL+SEC	01	SNSR+SEC	DETECT PRESENCE OF PERSONNEL IN SPECIFIC AREA OF SHIP
	EXT SWEEP	000	REA+SCI	00	SNSR+SCI	LOCATE/ANALYZE (SPEND MOMENTUM ON OBTAIN INFORMATION)
	SCAN WEAKNESS	000	CTRL+SCI	00	SNSR+SEC	DF + 1/ZONE PIERCING 2 FOR ONE ATTACK, AND GAIN +1D TO DAMAGE FOR EACH D20 PURCHASED ON THAT ATTACK

MOMENTUM	BONUS DICE	1/3/6	REDUCE TIME SPENT	1	EXTRA MINOR ACTIONS	1 IR	CREATE ADVANTAGE	2
	EXTRA TASK (DF+1)	2	OBTAIN EQUIPMENT	VARIES	OBTAIN INFORMATION	1 R	KEEP INITIATIVE	2 I
	AVOID INJURY	2 I	PIERCE 2 RESISTANCE	1 R	EXTRA WORK/DAMAGE	1 R	REROLL WORK/DAMAGE	1

ENGINES	009	COMMAND	002	SCALE	003	MAIN POWER	009	WORKBEE	002
STRUCTURE	009	CONN	002	RESISTANCE	003	CREW	081	T8 SHUTTLE	002
COMPUTERS	010	SECURITY	002	MASS KMT	147	CREW SUPPORT	004	WAVERIDER	001
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PWR	ATTR	DF	SYS
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