

HELM

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

OPS

POWER MGMT	000	CTRL+ENG	02		GAIN 1 POWER + 1/M (R), MAY EXCEED MAXIMUM
REGEN SHIELDS	01	CTRL+ENG	01	STRUC+ENG	GAIN 2 SHIELDS + 2/M (R) DF + 1 IF SHIELDS ARE 0
SENSOR SWEEP	000	REA+SCI	00	SNSR+SCI	LOCATE/ANALYZE (SPEND MOMENTUM ON OBTAIN INFORMATION)
SCAN WEAKNESS	000	CTRL+SCI	01	SNSR+SEC	DF + 1/ZONE NEXT ATTACK GAINS PIERCING 2 AND +1 DAMAGE FOR EACH D20 PURCHASED
INTERCEPT	000	INS+ENG	XX	COMM+SEC	PICK UP AND DECIPHER COMMUNICATIONS WITHIN 2 ZONES, DF SET BY GM USE CTRL WITH DF -1 IF CULTURE'S CODES AND CIPHERS ARE KNOWN
SIGNAL JAM	01	CTRL+ENG	XX	COMM+SEC	CHOOSE DIFFICULTY XX, SELECT TARGET WITHIN 1 ZONE IF SUCCESSFUL, TARGET HAILS NOW REQUIRE XX DIFFICULTY

MAIN POWER

CORE EJECT
DAR+ENG 02

114 056 012

TACTICAL

PHASERS 02 CTRL+SEC WPNS+SEC 01

TORPEDOES 02 CTRL+SEC WPNS+SEC 00

TRACTOR BEAM 02 CTRL+SEC STRUC+SEC 00 00

LOCK

FIRE

DIRECT

SPREAD

DIRECT (1 THREAT)
SPREAD (3 THREAT, SECONDARY DAMAGE POSSIBLE)

LOCK TRACTOR BEAM, IMMOBILIZING TARGET (STRENGTH SCALE-1)

MINOR ACTION - RAISE OR LOWER SHIELDS

SHIELD STRENGTH

MODULATE SHIELDS 02 CTRL+SEC STRUC+ENG 01

INCREASE RESISTANCE BY 1, +1/M (R)

	DAMAGED	DISABLED	DESTRUCT
ENGINES	DAMAGED	DISABLED	DESTRUCT
STRUCTURE	DAMAGED	DISABLED	DESTRUCT
COMPUTERS	DAMAGED	DISABLED	DESTRUCT
SENSORS	DAMAGED	DISABLED	DESTRUCT
WEAPONS	DAMAGED	DISABLED	DESTRUCT
COMMS	DAMAGED	DISABLED	DESTRUCT

SYSTEMS DAMAGE

SPECIFICATIONS

ENGINES	COMMAND	SCALE	TRAITS
STRUCTURE	CONN	RESISTANCE	TALENTS
COMPUTERS	SECURITY	CREW	
SENSORS	ENGINEERING	MAIN POWER	
WEAPONS	SCIENCE	MAX WARP	
COMMS	MEDICINE	CRS WARP	

SMALL CRAFT
ENEMIES SCALE 3 OR HIGHER HAVE DF +1 TO HIT

NOTES

855