

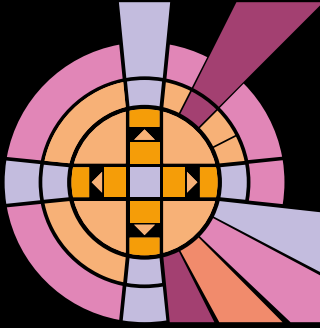
STAR TREKTM

ADVENTURES



THE ROLEPLAYING GAME
QUICKSTART GUIDE

CREDITS



1732011

SYSTEM DESIGN

NATHAN DOWDELL

LINE DEVELOPMENT

DAVE CHAPMAN AND SAM WEBB

WRITING

NATHAN DOWDELL, IAN LEMKE
AND SAM WEBB

191984

CANON EDITING

SCOTT PEARSON

221084

COVER ARTWORK

GUILLEM PONGILUPPI AND JOSEPH DIAZ

INTERNAL ARTWORK

MARTIN SOBR, STEVE STARK,
CONNOR MAGILL, ALAIN RIVARD,
RODRIGO TOLEDO, CRISTI BALANESCU,
JOSEPH DIAZ, AND NICK GREENWOOD

ART DIRECTION

SAM WEBB

GRAPHIC DESIGN

MATTHEW COMBEN

LAYOUT

RICHARD L. GALE

PRODUCED BY

CHRIS BIRCH

PUBLISHING ASSISTANT

SALWA AZAR

OPERATIONS MANAGER

GARRY HARPER

PRODUCTION MANAGER

STEVE DALDRY

COMMUNITY SUPPORT

LLOYD GYAN

WITH THANKS TO

GENE RODDENBERRY, JOHN VAN CITTERS,
MARIAN CORDRY, VERONICA HART,
KEITH LOWENADLER, DAYTON WARD
AND SCOTT PEARSON

PLAYTESTERS

THE CREWS OF THE:
USS LEXINGTON
USS VENTURE
USS THUNDERCHILD
USS BELLEROPHON

AUX SYS

Published by Modiphius Entertainment Ltd.
2nd Floor, 39 Harwood Road, London, SW6 4QP, U.K.info@modiphius.com
www.modiphius.com

STARTREK.COM

Modiphius Entertainment Product Number: MUH051246
ISBN: 978-1-912200-58-0

The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd 2017. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context. TM & © 2017 CBS Studios inc. © 2017 Paramount Pictures Corp. *STAR TREK* and related marks and logos are trademarks of CBS Studios inc. All Rights Reserved.

Artwork and graphics © and ™ CBS Studios Inc. All Rights Reserved., except the Modiphius Logo which is Modiphius Entertainment Ltd. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

STAR TREKTM

ADVENTURES

ASSEMBLE THE AWAY TEAM, NUMBER ONE!



32MM MINIATURES
THE NEXT GENERATION



32MM MINIATURES
THE ORIGINAL SERIES



32MM MINIATURES
KLINGON WARBAND



32MM MINIATURES
ROMULAN STRIKE TEAM

ENHANCE YOUR ADVENTURES WITH SETS OF EIGHT 32MM HIGH QUALITY RESIN MINIATURES PLUS GEOMORPHIC FLOOR TILES TO RECREATE SHIPS, SPACE STATIONS, LOST COLONIES, AND ANCIENT RUINS!

The Next Generation Bridge Crew
The Original Series Bridge Crew
Klingon Warband
Romulan Strike Team
Borg Drones
Starfleet Away Team

Star Trek Villains
Starfleet Geomorphic Tiles
Klingon Geomorphic Tiles
Romulan Geomorphic Tiles
Lost Colonies & Ancient Ruins Geomorphic Tiles
Borg Geomorphic Tiles

MÖDIPHIUSTM
ENTERTAINMENT

TM & © 2017 CBS Studios Inc. STAR TREK and related marks are trademarks of CBS Studios Inc. All Rights Reserved.

STARTREK.COM

FFFOTM

STAR TREK™

ADVENTURES



A FULL RANGE OF BOOKS & ACCESSORIES

NCC-1701-D Limited Edition Corebook
Away Team Edition Corebook
Tricorder Starter Set
Command Division Book
Operations Division Book
Sciences Division Book
Alpha Quadrant Book
Beta Quadrant Book
Gamma Quadrant Book
Delta Quadrant Book
These Are The Voyages: Missions Vol.1

Limited Edition Borg Cube Box Set
Borg Cube Gamesmaster Screen
Command, Operations & Sciences Dice Sets
The Next Generation Miniatures
The Original Series Miniatures
Romulan Strike Team Miniatures
Klingon Warband Miniatures
Borg Drone Miniatures
Starfleet Away Team Miniatures
Star Trek Villains Miniatures
Starfleet Geomorphic Deck Tiles

AVAILABLE FROM MODIPHIUS.COM/STAR-TREK
OR VISIT YOUR FRIENDLY LOCAL GAMING STORE

MODIPHIUS™
ENTERTAINMENT

TM & © 2017 CBS Studios Inc. STAR TREK and
related marks are trademarks of CBS Studios Inc.
All Rights Reserved.

STARTREK.COM

FFFO™

CHAPTER 01.00

QUICKSTART RULES

3874-2849222 284 87
8392 2994-66 001



01.10	INTRODUCTION	06
01.20	BASIC OPERATIONS	08
01.30	CONFLICT	13

QUICKSTART RULES

INTRODUCTION

"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 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

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.
- **Six-sided dice:** You'll need a half a dozen or so old-fashioned, six-sided dice, otherwise referred to as d6s. These are used relatively infrequently, mainly to roll on certain small tables. If multiple six-sided dice are required, it will be noted as Xd6, where X is the number of dice required so 2d6 shows that two six-sided dice should be rolled.
- **Tokens:** You'll need some way to keep track of Momentum and Threat (covered later). You'll need six tokens, beads or chips for Momentum, and around a dozen for Threat.
- **Paper, pens, pencils, etc.:** For making note of Traits, or making maps.





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.

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 mission in the second part of this booklet. The mission itself introduces key concepts as you play through the encounter.

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

CHALLENGE DICE

The third type of dice used are **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.

QUICKSTART RULES

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.

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.10). 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.
- **Momentum:** The spend *Create Opportunity* allows characters to buy additional dice, representing coordination, teamwork, and building upon prior successes.
- **Threat:** The *Create Opportunity* spend can be paid for by adding to Threat instead of spending Momentum. This represents taking risks or acting recklessly.
- **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.
- **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.

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.

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 use 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:

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.



- **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.

END 122

EXO 110

RAD 55

ORG 17

19

567-28 2037

3077 3108-44 1045

33 2795-72 5100

302 4300-26 0066

378-33 0235

11-40 3016

202-12 7734

4783

37947

300369

6411

340

12-3788

12-3788

17-2880

19-3300

19-3300

21-5540

QUICKSTART RULES

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.
- **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*. (Regain 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:

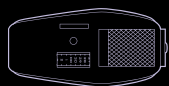
1. **The attacker chooses a weapon for the attack.** This can be a ranged weapon, a melee weapon, or attacking with no weapon (an Unarmed Strike).
2. **The attacker then nominates a viable target for that weapon.** A melee weapon (or an Unarmed Strike) can only be used to attack enemies and objects within 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.

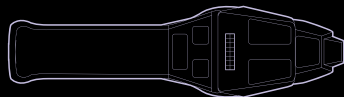
When a character suffers an Injury they are incapacitated. They cannot carry out any Minor Actions or attempt any Tasks for the remainder of the scene. A character that suffers a second Injury when already suffering from a Non-lethal Injury now suffers from a Lethal Injury instead. A character that suffers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

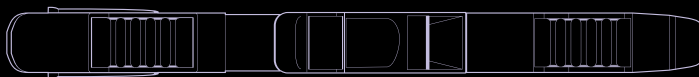
PHASERS



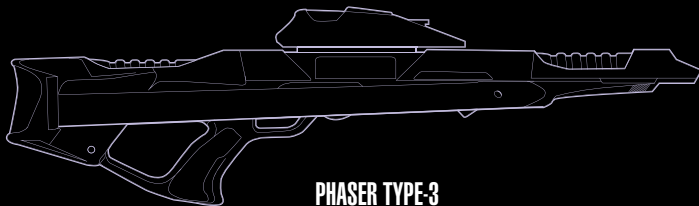
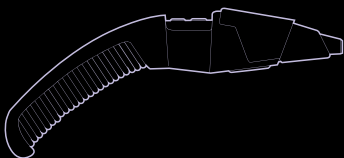
PHASER TYPE-1



PHASER TYPE-2



PHASER TYPE-3



SCHEMATICS

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 below 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.
- **Damage Rating:** this will be a number of ▲, and possibly one or more Damage Effect(s) that trigger when Effects are rolled. All weapons gain additional ▲ to their damage rating equal to the Security Discipline of the character.
- **Size:** weapons will either be one-handed (1H) or two-handed (2H). A 2H weapon can be used in one hand to make an attack, but the Difficulty increases by 1.
- **Qualities:** these are any additional rules, setting out restrictions or benefits that apply to the weapon's use.

DAMAGE EFFECTS

The following abilities provide additional benefits whenever an Effect is rolled on the ▲ (see Challenge Dice on page 7). When one or more Effects are rolled, all Damage Effects that apply to that attack are used:

- **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.

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.



- **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.
- **Knockdown:** if one or more Effects are rolled on this attack, then the target is knocked prone. The target may resist this effect by adding a number of points to Threat equal to the number of Effects rolled. For Non-Player Characters, the Gamemaster spends points from Threat instead of adding to Threat.
- **Piercing X:** the attack ignores X points of the target's total Resistance for each Effect rolled.
- **Vicious X:** the attack inflicts X additional damage for each Effect rolled.

QUALITIES

The following additional Qualities alter the way a weapon functions in a variety of ways:

- **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.