

# WARGAME RULES

## NEW ROLE

- **OBSERVER:** Observers are assigned to supervise special operations and evaluate the performance of a particular crew. They are given authority over those participating in the operation, although ship captains and station commander may nullify their orders. They watch the members of the mission carefully, conducting interviews and reviewing past performance evaluations. *Once per mission, the Observer may spend 3 Momentum to choose a Supporting Character with an undefined Value, and immediately create a Value for that character as though a Normal Milestone was used on them.*

## NEW SHIP/STATION TRAIT

- **WARGAME MODE:** A starship or space station with this Trait has been temporarily re-assigned for a battle simulation. This Trait enables the addition of a free temporary Talent to the ship: **Laser Pulse System** (see below).

## NEW SHIP/ STATION TALENT

- **LASER PULSE SYSTEM:** The laser pulse system is a modification to a starship or station's weapons array, allowing lasers to be fired instead of real phasers and torpedoes. No actual damage can be inflicted while the Laser Pulse System is active, and real weapons remain offline. Normally, it is a **Reason + Engineering** Task at Difficulty 1 (assisted by the ship or station's **Weapons + Engineering**) to activate or deactivate the Laser Pulse System.

While active, any hits from another Laser Pulse System will be recorded electronically. If the computer registers damage, it will act accordingly, shutting down the affected areas for the appropriate repair time. However, there is no chance of inflicting a warp core breach with the modified weapons.

Keep a list of simulated Breaches separate from real Breaches while the Laser Pulse System is active. The worse damage (real or simulated) will apply.

However, the Laser Pulse System is prone to malfunctions. While the Laser Pulse System is active, if a real weapon hits the ship, the GM may spend X Threat to create a number of **Fused Connection** Complications equal to X. (E.g., spending 3 Threat creates **Fused Connections 3**).

The **Fused Connection** represents damage that fuses the real weapon connections to the Laser Pulse System, keeping real weaponry offline. Partial real weaponry is available when **Fused Connections** is at 1; choose a single Weapons system that works. Higher levels of **Fused Connections** renders all real weaponry unusable.

It takes a **Daring + Engineering** Task at Difficulty 2 (assisted by the ship or station's **Weapons + Engineering**) to remove one such Complication, and only one Complication may be removed per Round.

