


COMMANDING OFFICER / EXECUTIVE OFFICER [p.222]

CREATE ADVANTAGE	2Control / Insight / Reason (___/___/___) + Command ___	no ship assistance
DIRECT (once per scene)	assist with Command ___ + Any ___	no ship assistance
RALLY	0Presence ___ + Command ___	no ship assistance

HELM [p.222]

MANEUVER	0Control ___ + Conn ___	Engines ___ + Conn ___	
IMPULSE ①	0Control ___ + Conn ___	Engines ___ + Conn ___	
WARP ① per zone	0Control ___ + Conn ___	Engines ___ + Conn ___	
EVASIVE ACTION ①	2Daring ___ + Conn ___	Structure ___ + Conn ___	
ATTACK PATTERN ①	2Daring ___ + Conn ___	Weapons ___ + Conn ___	
RAMMING SPEED ①	2+1 per range beyond Close Daring ___ + Conn ___	Engines ___ + Conn ___	


NAVIGATOR [p.222]

PLOT COURSE	3Reason ___ + Conn ___	Computers ___ + Conn ___	
	<i>if successful, next helm Task at -1 Difficulty; reduce by -1 more per 2 Momentum (R)</i>		
CHART HAZARD	3Reason ___ + Conn ___	Sensors ___ + Conn ___	
	<i>if successful, Difficulty to avoid nominated hazard is reduced by 2; can nominate an additional hazard per 2 Momentum spent</i>		

SENSOR OPERATIONS [p.222]

SENSOR SWEEP	0Reason ___ + Science ___	Sensors ___ + Science ___
SCAN FOR WEAKNESS	1+1 per range beyond Close Control ___ + Science ___	Sensors ___ + Security ___
LAUNCH PROBE	<i>no roll, can decrease Sensor Sweep Difficulty by 2. May use probe range to target to Scan Weakness</i>	

INTERNAL SYSTEMS [p.224] - * indicates an Internal Systems Task that is 1 Difficulty lower if performed in Main Engineering.

POWER MANAGEMENT *	2Daring / Control (___/___) + Engineering ___	no ship assistance; regain 1 Power +1 per Momentum (R)	
DAMAGE CONTROL *	by system damage Presence ___ + Engineering ___	no ship assistance	
ON-SITE REPAIR [p.230]	by system damage Daring / Control (___/___) + Engineering ___	no ship assistance	
REGENERATE SHIELDS * ①	1, but 2 if at 0 Shields Control ___ + Engineering ___	Structure ___ + Engineering ___	
	<i>if successful, regain 2 points of Shields, +2 per Momentum (R)</i>		
TRANSPORTERS ①	2+modifiers Control ___ + Engineering ___	Sensors ___ + Engineering ___	


SECURITY OVERSIGHT [p.223]

DEPLOY SECURITY	1 (Opposed) Presence ___ + Security ___	no ship assistance
INTERNAL SENSORS	1Reason ___ + Security ___	Sensors ___ + Security ___
INT. CONTAINMENT FIELDS	by threat Reason ___ + Security ___	Structure ___ + Security ___ Diff = 1+Momentum spent

TACTICAL [p.223]

RAISE/LOWER SHIELDS (DECLOAK)	Minor Action	no ship assistance
FIRE WEAPON ② or ① to ③	2 if energy/3 if torpedo Control ___ + Security ___	Weapon ___ + Security ___
MODULATE SHIELDS ①	2Control ___ + Security ___	Structure ___ + Engineering ___
	<i>if successful, Resistance +1 plus 1 per Momentum spent (R) until next time ship suffers one or more damage, after Resistance</i>	
TRACTOR BEAM	2Control ___ + Security ___	Structure ___ + Security ___
(CLOAK) ③ [p.259]	2Control ___ + Engineering ___	Engines ___ + Security ___

COMMUNICATIONS [p.223] - ** Intercept may use Control+Engineering and reduce Difficulty by 1 with use of up-to-date codes and ciphers from that culture

HAILING FREQUENCIES OPEN	0Control ___ + Engineering ___	Communications ___ + Engineering ___	
RESPOND TO HAIL	0Control ___ + Engineering ___	Communications ___ + Engineering ___	
INTERCEPT <small>level of encryption</small>	Insight / Control** (___/___) + Engineering ___	Communications ___ + Security ___	
SIGNAL JAMMING ①	1/2/3Control ___ + Engineering ___	Communications ___ + Security ___	
DAMAGE REPORT	1Insight ___ + Command ___	Communications ___ + Engineering ___	
	<i>reduce Diff of repair Task by 1. Add one Task for 1 Momentum (R), or reduce Diff of one Task by additional 1 for 2 Momentum (R)</i>		

SICKBAY [p.225]

(SHIP ASSISTANCE)	not applicable	Sensors / Computers (___/___) + Medicine ___
PATCHING UP WOUNDED	2Daring ___ + Medicine ___	Computers ___ + Medicine ___