

▲ EMERGENCY PROCEDURES [p.228-229] – *Saucer separation and connection cannot be done if the Structure of either ship has been Damaged or Disabled*

STABILIZE THE REACTOR EXTENDED Control / Daring (___/___) + Engineering ___ WORK 8, MAGNITUDE 3, RESISTANCE 2, DIFFICULTY 3

EJECT THE REACTOR 2Daring ___ + Engineering ___

BOARD & LAUNCH ESCAPE POD Change Position + 0Daring ___ + Conn ___

SEPARATE SAUCER / RECONNECT 3 / 1Control ___ + Conn ___ Structure ___ + Engineering ___ *separate via Internal Systems or Main Engineering. both sections must succeed to reconnect*



▲ SHUTTLEBAY [p.232] – *Shuttles may not be launched or landed if shields are up*

LAUNCH/LAND SHUTTLE (Close) (Change Position) + 0Control ___ + Conn ___ Engines ___ + Conn ___

RAPID LANDING (Close range) 2Control ___ + Conn ___ Engines ___ + Conn ___ **6▲ damage to shuttle**

▲ INJURY-RELATED – *if in Sickbay, may be assisted by the ship's Sensors / Computers (___/___) + Medicine ___*

RECOVERY [p.173] 2 / 1 if in Cover Fitness ___ + Command ___ +1 Resistance▲ on Cover Dice, & regain ability to **Avoid an Injury**; regain 2 Stress per Momentum spent (R)

FIRST AID [p.174, 177] 1Daring ___ + Medicine ___ Success stabilizes; 2 Momentum gets patient fighting right away (as if Determination used)

HEAL AN INJURY [p.177] 2Control ___ + Medicine ___ *Not during combat.* Success removes Injury completely as well as all Complications

HEAL INJURY COMPLICATION [p.177] 2Control ___ + Medicine ___ Success removes 1 Complication, plus additional for 2 Momentum each (Repeatable)

▲ REPAIR DAMAGED [p.226-230] **Damage Control Presence ___ + Engineering ___ or On-Site Repair Daring / Control (___/___) + Engineering ___** **▲ REPAIR IMPACT: fix with Restore**

RANDOM SYSTEM HIT

1	COMMUNICATIONS » COMPS	DIFFICULTY 3	+2 Difficulty of Tasks (@ Communications)	IMPACT disrupted (no Tasks or Assists)
2	COMPUTERS » COMMS	DIFFICULTY 3	+2 Difficulty of Tasks (@ Computers); +2/+1 COMPLICATION RANGE (Computers/ ship assists)	IMPACT disrupted; +2 COMPLICATION RANGE (ship assists)
3-6	ENGINES	DIFFICULTY 3	+2 Difficulty of Tasks (@ Engines); 1 POWER LOSS at the end of each Round	IMPACT 2 POWER LOSS ; Tasks assisted by Engines or have Power cost: +1 COMPLICATION RANGE and +1 Difficulty
7-9	SENSORS » WEAPONS	DIFFICULTY 3	+2 Difficulty of Tasks (@ Sensors); ATTACKS at +1 Difficulty	IMPACT disrupted (no Task/Assist); all Attacks at +1 Difficulty
10-17	STRUCTURE » ENGINES	DIFFICULTY 3	+2 COMPLICATION RANGE (all Engineering Tasks to repair Systems); -1 RESISTANCE	IMPACT roll 1▲ – Effect INJURES randomly (Lethal)
18-20	WEAPONS » SENSORS	DIFFICULTY 3	+2 Difficulty of Tasks (@ Weapons)	IMPACT disrupted (no Tasks or Assists)
NPC SHIP			DIFFICULTY 3	IMPACT lose single Turn (not cumulative); 2 POWER LOSS

▲ REPAIR DISABLED [p.226-230] **Damage Control Presence ___ + Engineering ___ or On-Site Repair Daring / Control (___/___) + Engineering ___** **▲ DESTROYED**

RANDOM SYSTEM HIT

1	COMMUNICATIONS » COMPS	DIFFICULTY 4 or	WORK 8, MAGNITUDE 2, RESISTANCE 0, DIFFICULTY 2 Cannot assist (@ Communications), communicate at Close range only	DESTROYED as Disabled but can't be repaired
2	COMPUTERS » COMMS	DIFFICULTY 4 or	WORK 10, MAGNITUDE 2, RESISTANCE 1, DIFFICULTY 2 Cannot perform/assist (@ Computers); +3 COMPLICATION RANGE of all Tasks assisted by Ship	DESTROYED as Disabled but can't be repaired
3-6	ENGINES	DIFFICULTY 5 or	WORK 10, MAGNITUDE 3, RESISTANCE 2, DIFFICULTY 2 Cannot perform/assist (@ Engines); 2 POWER LOSS at the end of each Round	DESTROYED can't move/maneuver, 3 POWER LOSS at end of each Round; Power cap = 0; roll ▲ equal to # of Breaches > Scale; ▲=warp engines lose containment [p.228]
7-9	SENSORS » WEAPONS	DIFFICULTY 4 or	WORK 10, MAGNITUDE 2, RESISTANCE 1, DIFFICULTY 2 Cannot perform/assist (@ Sensors); ATTACKS at +2 Difficulty	DESTROYED as Disabled but can't be repaired
10-17	STRUCTURE » ENGINES	DIFFICULTY 5 or	WORK 10, MAGNITUDE 3, RESISTANCE 2, DIFFICULTY 1 Ship crippled; RESISTANCE = 0. Cannot repair any other systems during combat; thrusters only	DESTROYED crippled; Resistance = 0; Tasks to repair other Systems not possible during battle; move only by thrusters
18-20	WEAPONS » SENSORS	DIFFICULTY 4 or	WORK 8, MAGNITUDE 2, RESISTANCE 1, DIFFICULTY 2 Cannot perform/assist (@ Weapons)	DESTROYED as Disabled but can't be repaired; roll 1▲ if weapon fired this turn; ▲=single hit from weapon used last
NPC SHIP			NO FURTHER TURNS	DESTROYED EXPLODES

n = Difficulty; (R) = Repeatable

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