


**COMMAND CHAIR** [KCR p.194] - can also **OVERRIDE** (+1 Difficulty)

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** [KCR p.195]

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

**NAVIGATION** [KCR p.195]

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

**SENSORS** [KCR p.195]

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 [KCR p.188]</i>	

**INTERNAL SYSTEMS** [KCR p.197] ← \* GM's call to allow an advantage: **Main Engineering** to lower Difficulty

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 [KCR p.201] ←→	3 Damaged/4 Disabled 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 [KCR p.190]	2+modifiers Control ___ + Engineering ___	Sensors ___ + Engineering ___

**SECURITY OVERSIGHT** [KCR p.195]

DEPLOY TROOPS ←→	1Presence ___ + Command ___	Weapons ___ + Security ___
INTERNAL SENSORS	1Reason ___ + Security ___	Sensors ___ + Security ___
INT. CONTAINMENT FIELDS	by threat Reason ___ + Security ___	Structure ___ + Security ___ Diff = 1+Momentum spent

**TACTICAL** [KCR p.196]

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 [KCR p.193]	2Control ___ + Security ___	Structure ___ + Security ___
(CLOAK) ③ [KCR p.189]	2Control ___ + Engineering ___	Engines ___ + Security ___

**COMMUNICATIONS** [KCR p.196] - \*\*Intercept may use Control+Engineering and reduce Difficulty by 1 with up-to-date codes and ciphers from that culture

OPEN HAILING FREQUENCIES	0Control ___ + Engineering ___	Communications ___ + Engineering ___
INTERCEPT	level of encryption 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>		

← **BOARDING** [KCR p.196] **SECURITY OVERSIGHT** **SABOTAGE SYSTEM** 1Weapons \_\_\_+Security \_\_\_, asst. by Presence \_\_\_ + Command \_\_\_, vs. enemy Structure + Security  
**BOARDING ACTION** 2Weapons \_\_\_+Security \_\_\_, asst. by Presence \_\_\_ + Command \_\_\_

**MEDICAL WARD** [KCR p.190]

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

① = power requirement; n = Difficulty; (R) = Repeatable

← = differences from CR edition

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