**Special Actions**

### All Hands on Deck!
- PD: Yes*
- CQC: Auto
- +2 vs Damage Control, can attempt to repair any number of crit locations

### All Power to Engines!
- PD: Yes*
- CQC: Auto

### Boost Energy to Shields!
- PD: Yes*
- CQC: Auto

### Close Blast Doors!
- PD: Yes
- CQC: Auto

### Engage/Disenage Cloaking Device
- PD: No
- CQC: Auto

### Engage Tractor Beam!
- PD: No
- CQC: 8

### High Energy Turn!
- PD: No
- CQC: 8

### Intensity Defensive Fire!
- PD: No
- CQC: 8

### Use Phasers/Drones in defense of friendly ship in range
- PD: Yes
- CQC: Auto

---

### 1-2: Impulse Drive

<table>
<thead>
<tr>
<th>Critical Score</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extra Damage</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>D6</td>
</tr>
<tr>
<td>Description</td>
<td>Power Relays Destroyed</td>
<td>Thrusters Damaged Ruptured</td>
<td>Multiple Fires</td>
<td>Drive Disabled</td>
<td>Dilithium Chamber Feedback</td>
<td>Power System Ruptured</td>
</tr>
<tr>
<td>Effects</td>
<td>Max Spd 10</td>
<td>Max Spd 8</td>
<td>Escalate Crew Crit +1</td>
<td>Ship Adrift</td>
<td>Dilithium Chamber Crit +1</td>
<td>Dmg Cntl -1</td>
</tr>
</tbody>
</table>

### 3: Dilithium Chamber

<table>
<thead>
<tr>
<th>Critical Score</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extra Damage</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>D6</td>
</tr>
<tr>
<td>Description</td>
<td>Capacitors Damaged</td>
<td>Power Feedback</td>
<td>Shield Failure</td>
<td>Toxic Leak</td>
<td>Dilithium Chamber Overload</td>
<td>Dilithium Chamber Breached</td>
</tr>
<tr>
<td>Effects</td>
<td>Max Spd 10</td>
<td>1 Random Trait</td>
<td>-5 Shields, Escalate</td>
<td>1 Random Trait, -1 Marine</td>
<td>Max Spd 4, 1 Random Trait, -1 Marine</td>
<td>Ship Adrift, CQ 9 or Explodes</td>
</tr>
</tbody>
</table>

### 4: Weapons

<table>
<thead>
<tr>
<th>Critical Score</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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</thead>
<tbody>
<tr>
<td>Extra Damage</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>D6</td>
</tr>
<tr>
<td>Description</td>
<td>Target Systems Damaged</td>
<td>Power Disruption</td>
<td>Weapons Offline</td>
<td>Power Fluctuations</td>
<td>Weapons Control</td>
<td>Weapons Offline</td>
</tr>
<tr>
<td>Effects</td>
<td>All Weapons -1 to attack</td>
<td>Random weapon cannot fire</td>
<td>4+ per weapon to fire Escalate</td>
<td>CQC 9 or +1 Dilithium Chamber Crit</td>
<td>-1 AD all weapons</td>
<td>No Weapons</td>
</tr>
</tbody>
</table>

### 5: Crew

<table>
<thead>
<tr>
<th>Critical Score</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extra Damage</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>D6</td>
</tr>
<tr>
<td>Description</td>
<td>Fires</td>
<td>Multiple Fires</td>
<td>Localised Decompression</td>
<td>Secondary Explosions</td>
<td>Crew Shaken</td>
<td>Hull Breach</td>
</tr>
<tr>
<td>Effects</td>
<td>-1 Marine</td>
<td>-2 Marines Escalate</td>
<td>All CQC -1</td>
<td>No Special Actions, -2 Marines</td>
<td>Roll 4+ to Fire any Weapon</td>
<td>3 Marines, No Dmg Cntl</td>
</tr>
</tbody>
</table>

### 6: Shields

<table>
<thead>
<tr>
<th>Critical Score</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extra Damage</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>D6</td>
</tr>
<tr>
<td>Description</td>
<td>Shield Relays Damaged</td>
<td>Power Feedback</td>
<td>Deflector Dish Damaged</td>
<td>Shield Fluctuating</td>
<td>Shields Down</td>
<td>Shields Offline</td>
</tr>
<tr>
<td>Effects</td>
<td>-5 Shields</td>
<td>-5 Shields, CQC 9 or Dilithium Chamber Crit</td>
<td>-5 Shields, Escalate</td>
<td>ignore shields on a 4+</td>
<td>Shields 0</td>
<td>Shields 0</td>
</tr>
</tbody>
</table>

---

### System Table

- Impulse Drive
- Dilithium Chamber
- Weapons
- Crew
- Shield

### Damage Table

- Ship Destroyed
- Ship Explodes
- Explode = 4” radius
- Damage= Hull /2 in AD
- Max AD is 20

---

### Special Actions

- Launch Suicide Shuttle!
- Launch in move phase. Must have 1 shuttle available to perform action
- Maximum Warp Now!
- PD: No
- CQC: Auto
- No turns, Spd 6”. Leave table in End Phase. Can’t be crippled, or have crits 5/6 on dilithium
- Overload Weapons!
- PD: No
- CQC: Auto
- Max spds 6”, Kill Zone 6, Photon torpedo does & Disruptors only
- Reload Weapons!
- PD: Yes*
- CQC: Auto
- Used to reload weapons with the Reload trait.

### Engage/Disenage Cloaking Device

- Cloak: Max Spd 6”, No firing, no defensive fire, stealth 4+
- Cloaked: subsequent turns Stealth 2+, Max Spd 6”, No fire, only Cloak/reload orders allowed

### Engage Tractor Beam!

- Defensive: CQC 8 per beam vs drone/shuttle

### Take Evasive Action!

- PD: No
- CQC: 8

- Max spd 6”, enemy -1 to hit ship. CQC vs CQC to avoid seeking weapons.

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### ACTA: Star Fleet Cheet Sheet

- Created by James Kerr [Mongoose Infantry]
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### www.mongoosePublishing.com
**Turn Sequence**

**Initiative Phase**
- Declare Special Actions
- Ships Move
- Shuttles Move

**Movement Phase**
- Declare Special Actions
- Ships Move
- Shuttles Move

**Attack Phase**
- Attacks
- Defensive Fire VS Seeking Weapons
- Roll Attack Dice
- Stealth
- Use Shields
- Roll Attack Table
- Critical Hits
- Close Blast Doors roll

**End Phase**
- Compulsory movement
- Damage Control performed (above 8+)
- Escalate damage (fail on 4+)

**Defensive Fire**

**Against Drones**
Any phaser with a fire arc covering the attacking ship may be used to Defensively Fire against drones it launches. Roll the phaser’s Attack Dice as normal. Every successful hit will remove one Attack Die of drones.

**Against Plasma Torpedoes**
Any phaser may be used against an attacking plasma torpedo in the same way as it can be used against drones. However, every successful hit from a phaser will reduce the Attack Die of a plasma torpedo by 1. If enough phasers successfully strike it, the plasma torpedo may be nullified altogether.

**Using Drones Against Drones**
Drones can be used for Defensive Fire, although they may only target other drones. They are used in the same way as phasers but no Attack Dice are rolled. Instead, each drone launched as defensive fire will automatically nullify one Attack Die of enemy drones.

**Evading Seeking Weapons**
Very fast moving ships may be able to evade seeking weapons long enough for all their energy to dissipate or until they run out of fuel. If a ship has moved more than 12 inches in a turn (usually by using the All Power to Engines! Special Action) and is attacked by a seeking weapon in any fire arc except its fore, it may be able to evade the weapon long enough to escape any damage.

**Tractor Beams**
Tractor Beams may be used to perform Defensive Fire but only against drones and suicide shuttles, and only after all other Defensive Fire has been performed. Make a Crew Quality check for every Tractor Beam used in this way – on an 8 or more the drone or shuttle is neutralised and discarded.

**Special Ships**
- **Agile** may turn 90 instead of 45
- **Anti-Drone** +2 to intercept, roll of 1, reduce anti-drone AD by 1, at zero no more anti
- **Armoured** suffers bulk on a 1-2 result
- **Cloak** ship has cloaking, see special action
- **Command +X** X = + Initiative, does not stack, must not be crippled
- **Enhanced Bridge** Minimum Crew Quality is 4
- **Escort** ship may use its phasers, drones, plasma-D in Defensive Fire of any friendly ship w/ 8"
- **Fast** spd score is now 14"
- **Immobile** +1 to hit this target. Can’t be affect by tractor beams
- **Labs X** # of AD for information points scan, rng 6", x2 AD if within 3"
- **Probes X** number of probes on board
- **Quick Launch** can launch and recover 2 shuttles per turn
- **Scout** reroll initiative for setup and each initiative phase
- **Redirect Fire** Los Rng 36", CQC check 8+, +1 to target stealth roll
- **Recon** Double Information Points this turn for scout
- **Jamming** CQC vs all Enemies with scout trait. Failed enemy test, scout can’t use: detect ships/redirect fire/recon
- **Slow** max spd is 8"
- **Stealth** roll equal to to better vs stealth score to ignore hits
- **Tractor Beam X** number of tractor beams, also see special action
- **Transporter X** number of transporters, see tranport Marines special action

**Weapon Traits**
- **Accurate** +1 to AD roll
- **Devastating +X** X = +1 to Critical Score per Critical
- **Energy Bleed** over 1/2 rng -1 AD, over 3/4 range -3 AD
- **Kill Zone** Kill Zone = inches, counts as multihit 2, or doubles existing multihit
- **Multihit X** X = damage multiplier for each hit.
- **Precise** +1 to Attack Table
- **Reload** only fires once, unless reaload special action is used
- **Seeking** Auto hits, ignores shields. Over 18” roll to lock on.
- **Shock** If weapon used, ship sustains automatic crit. Roll for this immediately. If # of AD equal to the Shock score, no crit.
- **Weak** Does no damage on ships with active shields. -1 to Attack Table

**Basic Information**
- **Attacking** 4+, roll of 6 ignores shields (not including modifiers)
- **Attacking over half range** 5+, roll of 6 ignores shields (not including modifiers)
- **Stationary** 1, 45 degree turn
- **Reversing** 4” move backward, no turns

**Weapon Systems in Star Fleet**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Rng</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disruptor</td>
<td>24*</td>
<td>Accurate +1, Multihit 2</td>
</tr>
<tr>
<td>Drone</td>
<td>36</td>
<td>Devastating +1, Multihit D6, Seeking</td>
</tr>
<tr>
<td>Phaser-1</td>
<td>18</td>
<td>Accurate +2, Kill Zone 8, Precise</td>
</tr>
<tr>
<td>Phaser-2</td>
<td>12</td>
<td>Accurate +1, Kill Zone 4, Precise</td>
</tr>
<tr>
<td>Phaser-3</td>
<td>6</td>
<td>Accurate +1, Kill Zone 2, Precise</td>
</tr>
<tr>
<td>Phaser-4</td>
<td>24</td>
<td>Accurate +2, Kill Zone 10, Multihit 2, Precise</td>
</tr>
<tr>
<td>Phaser-G</td>
<td>6</td>
<td>Accurate+1, Kill Zone 2, Precise</td>
</tr>
<tr>
<td>Photon Torpedo</td>
<td>15</td>
<td>Devastating +1, Multihit 4, Reload</td>
</tr>
<tr>
<td>Plasma Torpedo</td>
<td>16</td>
<td>Devastating +1, Energy Bleed, Multihit D6, Reload, Seeking</td>
</tr>
</tbody>
</table>

**Firing Arcs**
- **Fore** F 90 degrees forward
- **Fore Half** FH 180 degrees forward
- **Aft** A 90 degrees back
- **Port** P 90 degrees left
- **Port Half** PH 180 degrees left
- **Starboard** S 90 degrees right
- **Starboard Half** SH 180 degrees right
- **Turret** T 360 degrees all round