### Special Actions

<table>
<thead>
<tr>
<th>Name</th>
<th>PD:</th>
<th>CQC:</th>
</tr>
</thead>
<tbody>
<tr>
<td>All Hands on Deck!</td>
<td>Yes*</td>
<td></td>
</tr>
<tr>
<td>All Power to Engines!</td>
<td>Yes*</td>
<td></td>
</tr>
<tr>
<td>Boost Energy to Shields!</td>
<td>Yes*</td>
<td></td>
</tr>
<tr>
<td>Close Blast Doors!</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>CQC: 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bulk Head</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cloaked: Max Spd 6&quot; No firing, no defensive fire, stealth 4+</td>
<td>No</td>
<td>8</td>
</tr>
<tr>
<td>Uncloaked: Max Spd 6&quot;, 1/45 turn, no Stealth, may fire all weapons</td>
<td>No</td>
<td>8</td>
</tr>
<tr>
<td>Engage Tractor Beam!</td>
<td>No</td>
<td>8</td>
</tr>
<tr>
<td>Intensity Defensive Fire!</td>
<td>No</td>
<td>8</td>
</tr>
</tbody>
</table>

**High Energy Turn!**

PD: No  
CQC: 8

**Intensity Defensive Fire!**

PD: No  
CQC: 8

**Use Phasers/Drones in defense of friendly ship in range**

**Toxic**

**DRAIN**

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### ACTA: Star Fleet Cheet Sheet

**Created by James Kerr [Mongoose Infantry]**

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**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><strong>Description</strong></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><strong>Effects</strong></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><strong>Description</strong></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><strong>Effects</strong></td>
<td>Max Spd 10</td>
<td>1 Random Trait</td>
<td>-5 Shields, Escalate</td>
<td>Ship Adrift</td>
<td>CQ9 or Explodes</td>
<td>Ship 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>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></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><strong>Effects</strong></td>
<td>All Weapons -1 to attack</td>
<td>Random weapon cannot fire</td>
<td>4+ per weapon to fire</td>
<td>CQC 9 or +1</td>
<td>-1 AD all weapons</td>
<td>No Weapons May Fire</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><strong>Description</strong></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><strong>Effects</strong></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><strong>Description</strong></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><strong>Effects</strong></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>
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

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

Detect ships LOS Rng 36", CQC check 8+, +1 to target stealth roll

Redirect Fire LOS Rng 36", CQC 8+, re-roll 1 weapons system per ship

that fires at the target ship

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/redirecit 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 transport 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 reload 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 immediatly. 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

Weapons Systems in Star Fleet

Weapon Rng Special

Disruptor 24* Accurate +1, Multihit 2

Drone 36 Devastating +1, Multihit D6, Seeking

Phaser-1 18 Accurate +2, Kill Zone 8, Precise

Phaser-2 12 Accurate +1, Kill Zone 4, Precise

Phaser-3 6 Accurate +1, Kill Zone 2, Precise

Phaser-4 24 Accurate +2, Kill Zone 10, Multihit 2, Precise

Phaser-G 6 Accurate+1, Kill Zone 2, Precise

Photon Torpedo 15 Devastating +1, Multihit 4, Reload

Plasma Torpedo 16 Devastating +1, Energy Bleed, Multihit D6, Reload, Seeking

* Disruptors mounted on smaller vessels often have a lower range of 15.

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