Bridge Positions

Adapted from the PbtAStarTrek hack by 1of3

On a ship with a bridge for 6 or less command crew, each bridge crewmember must have a bridge position. Each position has a move that may be used in addition to a character's normal moves.

No character may perform in more than one bridge position at any time. This includes the Captain bridge position – it requires access to data from all the other positions at all times. The positions are, in order of recommended filling, Helm, Science, Weapons, Engineering, Navigation and Captain.

Helm

When you **take the helm**, roll+Slick.
On a hit, choose one:

- ·   Avoid a direct hit
- ·   Bring the ship into an advantageous position. Advantage going forward.
- ·   Dodge debris, anomalies or whatever comes your way.
- ·   Go really, really fast.

On a 7-9 also choose one:

- ·   There is damage to the drive or structural integrity. +1 damage.
- ·   There are injuries among the crew. +1 harm to a random PC
- ·   The ship is in a bad spot. Disadvantage going forward.

If you have **a move that effects piloting or driving**, on a hit you may choose an additional option if you also choose a 7-9 result.

Science

When you **take a scan**, roll +Calculating. On a 10+ ask two, on 7-9 ask 1.

- ·   How much of it is around?
- ·   Where is it?
- ·   How can I affect it?
- ·   What danger does it pose?

You can ask for pretty much anything. Subspace anomalies, Romulans, Yamok sauce or self-sealing stem bolts. If you act on your results, take advantage going forward.

If you have a **move that effects perception**, ask one more, no matter what you roll.

Weapons

When you **take time to assess the strategy**, roll+Volatile.
On a hit choose one.

- ·   Use Calculating instead of Volatile to fire ships weapons
- ·   Take disadvantage going forward in order to hit a vulnerable spot (+1 damage)
- ·   Take disadvantage going forward in order use a ship's weapon at one range band outside of its normal range.
- ·   Blast your way through an obstacle

On a 7-9 also choose one:

- There is feedback to the weapon systems. +1 damage.
- There are injuries among the crew. +1 harm to a random PC
- The ship is in a tactical bad spot. Disadvantage going forward.

If you have **a move that effects accuracy or damage**, on a hit you may choose an additional option if you also choose a 7-9 result.

Engineering

When you **work on a piece of tech**, say what you want to achieve. If it is a minor modification, do it in a moment. If it is major, it might take hours or days. The SM might also tell you some of these criteria:

- You can't do it alone.
- You can't do it from here.
- You need something else first. (Can happen multiple times.)

Once you have what you need, roll + Stalwart. On a hit, you get the job done. On a 10+ the thing is as good as new or you might get a second shot out of your prototype.

If you have a **move that effects repairing or using technology**, you can do it in half the time or ignore something the SM told you of the criteria above.

Navigation

When you **plot a course for faster than light travel**, roll+Alien.

On a 7-9, hold navigation counters equal to your Alien.

On a 10+, hold one more.

- Spend one hold, to have advantage in a ship's drive move.
- Spend two hold, to have narrative control over one of the bad outcomes on a ship's drive move.
- Spend three hold to reroll the ship's drive move.

If you have a **move that uses Alien**, you may add another hold.

Captain

When you **give orders**, roll+Slick.

On a 7-9, hold command counters equal to your Stalwart.

On a 10+, hold one more.

- Spend one hold, to give another PC advantage on a roll.
- Spend two hold, to have an NPC crew member act, as if they rolled a 7-9 on a move.
- Spend three hold, to have an NPC crew member act, as if they rolled a 10+.

If you have a **move that effects persuasion or command**, you may add another hold.

Bibliography

Original Post: https://plus.google.com/110059529477295628562/posts/ExvgzXNnc9h