

The Captain

...makes the hard decisions.

...protects his crew.

...carries the ship on her shoulders.

Names

Bishop, Tyson, Olivier, Rosenberg, Al-Hassan, Cromwell, Lucas, Bartlett, Ramirez, Singh

Ranks

Commander, Admiral, Alpha, Colonel, Captain

Stats

Pick from the following stats:

- **War Hero:** Helm +2, Comms +1, Tactics +2, Engineering -1, Science -1
- **Political Appointee:** Helm +2, Comms +2, Tactics=0, Engineering -1, Science=0
- **Academy Instructor:** Helm +2, Comms=0, Tactics -1, Engineering +1, Science +1
- **Reluctant Leader:** Helm +2, Comms +1, Tactics +1, Engineering =0, Science -1

Moves (Start With Command, Pick One)

- **Command:** If your ship is secure and your command unchallenged at the beginning of the session, roll+Helm. On a 10+, you have supplies at hand and available for the needs of the session; add your current supply rating to your reserves. On a 7–9, you have supplies, but choose 1 need. On a miss, or if your ship is compromised or your command contested, your ship is in need.
- **Old War Buddy:** declare a character you meet is an *old war buddy*. Hold 4. You may spend a hold for a +1 on any roll involving the *old war buddy*. The MC may, as a hard move, inflict harm on the character equal to the amount of holds you have spent.
- **Three Dimensional Thinking:** When you *assess a dangerous situation* roll+Helm instead of roll+Tactics.
- **Career History:** you weren't always The Captain. Pick a move off from another playbook to reflect your previous experience.

Away Move:

Tactical Retreat: roll+Helm when attempting to retreat from combat. On 10+, your away team is safe for now. On a 7-9, you must choose one person to take damage. On a miss, you chose one person to not take damage.

Ship Move:

Captain on the Bridge: Roll+Helm instead of +Comms when you manipulate members of your crew by giving orders on your ship.

Command Deck Ship Expansion:

You select your command from available ship sheets. Make choices to customize your vessel. You may take advice from your crewmembers as to what ship to pick, but your word is final.

Links: (Pick 1)

- Over Your Shoulder
 - _____ was added to your crew under unfortunate circumstances. Mark XP when you ignore their advice in a situation.
 - Exhaust this Link when you discover why they joined your crew. Claim an Advance and take *Suspicious*.
 - Break this Link by defending them against accusations from another. Claim an Advance and take *Uneasy Alliance*.
- Quiet Crush
 - You harbor deep, unspoken feelings for _____. Mark XP when you share an intimate moment away from the rest of the crew.
 - Exhaust this Link by admitting to your feelings. Claim an Advance and take *Flirtation*.
 - Break this Link by falling into bed with someone else. Claim an Advance and take *Lover*.

Harm Conditions:

Minor	Major