

STARSHIP RECORD SHEET

PRODUCTION DATA

SHIP NAME

CLASS AND TYPE

ORIGIN

REGISTRY NB. || RENOWN

YEAR LAUNCHED || RENOWN MOD.

COM. HELM TAC.

SIZE PICKS FREE SPACE

PRIMARY SYSTEMS STATUS

ALL SYSTEMS HIT ON || ALL SYSTEMS HIT x2 ON

SHIELDS || RELIABILITY || HIT ON

(F) -1 Shield Strength
(E) -1 Shield Strength
(D) -1 Shield Protection
(C) -1 Shield Threshold
(B) -2 Shield Protection
(A) SYSTEM OFFLINE: Shields down

WEAPONS || RELIABILITY || HIT ON

(F) Immediately lose Lock On
(E) -1 to Tactical maneuvers
(D) -1 Penetration all arrays
(C) No Tier 2 Tactical maneuvers
(B) -2 to Tactical maneuvers
(A) SYSTEM OFFLINE

PROPULSION || RELIABILITY || HIT ON

(F) -1 to Initiative
(E) -1 to Helm maneuvers
(D) -1 to Initiative
(C) -2 to Helm maneuvers
(B) -2 to Initiative
(A) SYSTEM OFFLINE: Critical reactor overload

LIFE SUPPORT || RELIABILITY || HIT ON

(F) Emergency lighting: -1 to all Physical tests
(E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds
(D) Panel explodes: Quickness test (TN 10) or 1D6 wounds
(C) Gravity failing: -2 to all Physical tests
(B) Thin atmosphere: Stamina test (TN 10) or stun 1D6 rounds
(A) SYSTEM OFFLINE: 2D6 rounds to abandon ship

SENSORS || RELIABILITY || HIT ON

(F) -1 to Helm maneuvers
(E) -1 to all maneuvers
(D) -1 to Initiative
(C) -2 to Tactical maneuvers
(B) Cannot execute Lock On
(A) SYSTEM OFFLINE: Vessel blind

OPERATIONS || RELIABILITY || HIT ON

(F) -1 to Initiative
(E) -1 to Command maneuvers
(D) -1 to Computer Use tests
(C) -2 to Initiative
(B) -2 to all maneuvers
(A) SYSTEM OFFLINE: Cloaking device offline

CREW DATA

COMPLEMENT || ON DUTY || PENALTY

PASSENGERS || WOUNDED || REM. IN SICKBAY

DAMAGE REPORT || % CASUALTIES || AS WOUNDED || AS DEATHS

PRIMARY SYSTEM HIT || 10% || 90% || 10%

SMALL BREACH || 5% || 70% || 30%*

HULL BREACH || 10% || 50% || 50%*

MINOR REACTOR OVERLOAD || 10% || 100%

* If emergency forcefields (Secondary sys. 17) online; otherwise, 100% deaths

HULL DATA

LENGTH (m) || HEIGHT (m) || BEAM (m) || NB. OF DECKS

STRUCTURE || SPACE

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INTEGRITY DAMAGE RANGE LOCATION

MICRO BREACHES TO ||

SMALL BREACHES TO ||

HULL BREACHES TO ||

DEFENSIVE DATA

DEFENSIVE SYSTEM || SPACE

PROTECTION || THRESHOLD

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STRENGTH

10	9	8	7	6	5	4	3	2	1	0
Full strength	Panel shorts: STA TN 10 or stun 1D6 rds		-1 Shield Protection		Critical system hit	-1 Shield Threshold		Panel explodes: OCK TN 10 or stun 1D6 wds	Critical system hit	Shields down!

OFFENSIVE DATA

BEAM WEAPONS || PENETRATION || SPACE

MISSILE WEAPONS || PENETRATION || SPACE

PROPULSION DATA

SUBLIGHT DRIVE || SPACE

FTL DRIVE || SPACE

ROLL REACTOR STATUS EFFECTS

(OK) || NOMINAL || If system hit: add 2D6 + remaining blocks' reliability, TN 10, to avoid overload

1-2-3 || MINOR OVERLOAD || 6D6 damage to personnel in Engineering, or 10% crew casualties (all wounded)

4-5 || MAJOR OVERLOAD || 2D6 || EXT'D TEST TN FOR CONTAINMENT (1 test/round)

6 || CRITICAL OVERLOAD || NO. LEFT 1D6 + 2 || 45+ DAMAGE/5 || -RELIAB. MOD.

SECONDARY SYSTEMS STATUS

3 ESCAPE PODS	11 CARGO HOLDS & REPLICATOR NETWORK
4 MEDICAL FACILITIES	12 TRANSPORTERS
5 NAVIGATIONAL DEFLECTOR	13 TRACTOR BEAMS AND MAGNETIC GRAPPLERS
6 AUTODESTRUCT SYSTEM	14 AUXILIARY SCIENCE SYSTEMS
7 SEPARATION SYSTEM	15 INERTIAL DAMPENING FIELDS & SHIELD MODULATORS
8 PERSONNEL INTRASHIP TRANSPORTATION	16 COMMUNICATIONS SYSTEM
9 SHUTTLEBAYS & SHUTTLECRAFT	17 INTERNAL SECURITY SYS. & EMERGENCY FORCEFIELDS
10 HOLOGRAPHIC & RECREATION SYSTEMS	18 FIRE SUPPRESSION SYSTEM

OPERATIONAL DATA

OPERATIONS SYS. || SPACE || LIFE SUPPORT SYS. || SPACE

CARGO UNITS || SPACE || ATMOS. CAPABLE || SPACE

TRACTOR BEAMS || SPACE || SHUTTLEBAYS || SPACE

SENSORS || SPACE

TRANSPORTERS || SPACE

SEPARATION SYS. || SPACE

CLOAKING DEVICE || SPACE

SHUTTLECRAFT

EDGES || SPACE

FLAWS || SPACE