STATION RECORD SHEET

PRODUCTION DATA HULL DATA STATION NAME LENGTH (m))∎ HEIGHT (m) ∎ BEAM (m) 🗋 🛛 NB. OF DECKS **TYPE AND ROLE** STRUCTURE SPACE ORIGIN **IDENTIFIER** RENOWN YEAR PUT ONLINE RENOWN MOD. (INTEGRITY DAMAGE RANGE LOCATION **FREE SPACE** COM. HELM TAC. SIZE PICKS MICRO BREACHES TN **SMALL BREACHES**)TO HULL BREACHES)**TO**(PRIMARY SYSTEMS STATUS **DEFENSIVE DATA** ALL SYSTEMS HIT ON ALL SYSTEMS HIT x2 ON SHIELDS RELIABILITY I 💭 I HIT ON • **DEFENSIVE SYSTEM**) I SPACE (F) -1 Shield Strength PROTECTION THRESHOLD (E) -1 Shield Strength (D) -1 Shield Protection STRENGTH (C) -1 Shield Threshold 15 14 13 12 11 10 9 8 6 2 0 5 4 **B** -2 Shield Protection Panel explotes: 0 or stun 106 wds shorts: 106 rds P rotection lecav lecav P rotection decav INNO strengt system h Shield Threshol **Maneuver** (A) SYSTEM OFFLINE: Shields down **SVStem** ritical system | -2 Orbital (Orbital Orbital Shields Panel Stim 1 WEAPONS -= Reliability 🛯 🤇)∎ HIT ON Shield **Filical Pitical** Shield Orbital TN 10 or 8 Ŧ (F) Immediately lose Lock On \simeq 210 • 1 to Tactical maneuvers È ES. • 1 Penetration all arrays 헐 C No Tier 2 Tactical maneuvers) I SPACE I **ORBITAL CORRECT.** B) -2 to Tactical maneuvers 0 1 2 3 4 5 6 7 8 9 10 **ORBITAL DECAY (A)** SYSTEM OFFLINE POWER RELIABILITY HIT ON **OFFENSIVE DATA** (F) -3 to Engineering Facilities bonuses (minimum 0) **BEAM WEAPONS PENETRATION** SPACE (E) + 5 TN to transferring power tests ① -2 to Helm maneuvers and orbital corrections) PENETRATION **MISSILE WEAPONS**) SPACE C) -1 to Tactical maneuvers (B) -1 to Command maneuvers **POWER DATA** A SYSTEM OFFLINE: Critical reactor overload POWER SYSTEM) SPACE LIFE SUPPORT = RELIABILITY) I HIT ON **REACTOR STATUS** EFFECTS RALL (F) Emergency lighting: -1 to all Physical tests If system hit: add 2D6 + remaining blocks' reliability, TN 10. to avoid overload (OK) NOMINAL (E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds 6D6 damage to personnel in Engineering, or 10% crew casualties (all wounded) 1-2-3 MINOR OVERLOAD D Panel explodes: Quickness test (TN 10) or 1D6 wounds 4·5 ■ MAJOR OVERLOAD ■ 206 ■ 6 ■ Critical Overload ■ 206 ■ 106+2 ■ 4-5 MAJOR OVERLOAD EXT'D TEST TN FOR CONTAINMENT (1 test/round) C Gravity failing: -2 to all Physical tests))∎ 45 + DAMAGE/5 (-RELIAB. MOD. (B) Thin atmosphere; Stamina test (TN 10) or stun 1D6 rounds A SYSTEM OFFLINE: 2D6 rounds to abandon ship SECONDARY SYSTEMS STATUS SENSORS = Reliability 🛯 🤇) I HIT ON • (F) -1 to Helm maneuvers (3) ESCAPE PODS (11) CARGO HOLDS & REPLICATOR NETWORK (E) -1 to all maneuvers **(12) TRANSPORTERS** (4) MEDICAL FACILITIES ① -1 to Initiative 5 ORBITAL CORRECTORS AND SUBLIGHT DRIVE (13) TRACTOR BEAMS AND MAGNETIC GRAPPLERS C) -2 to Tactical maneuvers **(6)** AUTODESTRUCT SYSTEM **(14)** AUXILIARY SCIENCE SYSTEMS B Cannot execute Lock On A SYSTEM OFFLINE: Vessel blind (15) INERTIAL DAMPENING FIELDS & SHIELD MODULATORS (7) ENGINEERING FACILITIES **(8)** PERSONNEL INTRASHIP TRANSPORTATION **16** COMMUNICATIONS SYSTEM **OPERATIONS** -RELIABILITY)∎ HIT ON (9) DOCKING FACILITIES & DOCKED SHIPS (17) INTERNAL SECURITY SYS. & EMERGENCY FORCEFIELDS (F) -1 to Initiative (1) HOLOGRAPHIC & RECREATION SYSTEMS (18) FIRE SUPPRESSION SYSTEM (E) -1 to Command maneuvers (D) -1 to Computer Use tests **OPERATIONAL DATA** C -2 to Initiative **OPERATIONS SYS.** SPACE LIFE SUPPORT SYS. SPACE (B) -2 to all maneuvers CARGO UNITS SPACE **TRACTOR BEAMS** SPACE A SYSTEM OFFLINE: Cloaking device offline SENSORS) SPACE TRANSPORTERS) SPACE SEPARATION SYS CREW DATA) SPACE **CLOAKING DEVICE**) SPACE **COMPLEMENT**) 🛯 AN DIITY **PFNAITY** SUBLIGHT DRIVE) SPACE PASSENGERS WOUNDED REM. IN SICKBAY SPACE **DOCKING BAYS** SIZE WORTH / MAX. DAMAGE REPORT % CASUALTIES AS WOUNDED AS DEATHS **DOCKING PORTS** SIZE WORTH / MAX SPACE **PRIMARY SYSTEM HIT 10%** 90% **10% PYLONS / BERTHS** SIZE WORTH / MAX) I SPACE I **SMALL BREACH 30%*** 5% **70%** EDGES SPACE HULL BREACH **10%** 50% **50%*** MINOR REACTOR OVERLOAD 10%]∎100% FLAWS SPACE * If emergency forcefields (Secondary sys. 17) online; otherwise, 100% deaths

STAR TREK

ROLEPLAYING GAME EXPANDED SPACECRAFT OPERATIONS