STARSHIP RECORD SHEET

STAR TREK ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

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

INTEGRITY	DAMAGE RANGE	LOCATION
MICRO BREACHES	TO	
SMALL BREACHES	TO	
HULL BREACHES	TO	

DEFENSIVE DATA

DEFENSIVE SYSTEM — SPACE
PROTECTION — THRESHOLD

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: QCK 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	RDS. LEFT 2D6 — EXT'D TEST TN FOR CONTAINMENT (1 test/round)
6	CRITICAL OVERLOAD	1D6 + 2 — 45 + DAMAGE/5 — -RELIAB. MOD.

SECONDARY SYSTEMS STATUS

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