

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
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: 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 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