## STATION RECORD SHEET



PRODUCTION DATA	■ HULL DATA
STATION NAME	LENGTH (m) ■ HEIGHT (m) ■ BEAM (m) ■ NB. OF DECKS
TYPE AND ROLE   C   C   C   C   C   C   C   C   C	STRUCTURE SPACE SPACE
IDENTIFIER	
YEAR PUT ONLINE COM. HELM TAC. SIZE PICKS FREE SPACE	INTEGRITY DAMAGE RANGE LOCATION
OUN. HELM IAC.	MICRO BREACHES   TO TO
DDIMADY CYCTEMO CTATIIO	HULL BREACHES TO TO
PRIMARY SYSTEMS STATUS  ALL SYSTEMS HIT ON ALL SYSTEMS HIT x2 ON	DEFENSIVE DATA
SHIELDS RELIABILITY   IT ON	DEFENSIVE SYSTEM SPACE
① -1 Shield Strength	PROTECTION   THRESHOLD   OOOOOO
(E) -1 Shield Strength (D) -1 Shield Protection	STRENGTH
© -1 Shield Threshold ® -2 Shield Protection	15     14     13     12     11     10     9     8     7     6     5     4     3     2     1     0
A) SYSTEM OFFLINE: Shields down	Full strength Panel shorts: -1 Shield Protection +1 Orbital decay Critical system bit +1 Orbital decay Panel explodes: -1 Shield Protection +2 Orbital decay -2 to Orbital maneuvers Panel explodes: -1 Shield Protection +2 Orbital decay Orbital system bit Shields down!
WEAPONS RELIABILITY   I I I I I I I I I I I I I I I I I I	Full strength Panel storts: 0 or stort 106 rds Shield Protection + 1 Orbital decay Critical system hit Critical system hit Critical system hit A 1 Orbital maneuers Panel explodes: 1 or ston 106 wds Shield Protection + 2 Orbital decay Critical system hit Shields down!
F Immediately lose Lock On E -1 to Tactical maneuvers	Full strength Panel shorts.  1 Shield Protection + 1 Orbital decay Critical system hit + 1 Orbital decay Critical system hit + 1 Orbital decay 2 to Orbital maneuvers Panel explodes: QCX TN 10 or stun 106 wils - 1 Shield Protection + 2 Orbital decay Orbital shown!
D -1 Penetration all arrays	
© No Tier 2 Tactical maneuvers B · 2 to Tactical maneuvers	ORBITAL CORRECT.
A SYSTEM OFFLINE	
POWER — RELIABILITY   I HIT ON   I   POWER   RELIABILITY   I   I   HIT ON   I   POWER   RELIABILITY   I   I   HIT ON   I   HIT ON   I   POWER   RELIABILITY   I   I   HIT ON   HIT ON   I   HIT ON   HIT ON	OFFENSIVE DATA
$\bigcirc$ + 5 TN to transferring power tests	BEAM WEAPONS PRINTED SPACE   PRINTED STATE   P
① -2 to Helm maneuvers and orbital corrections ② -1 to Tactical maneuvers	MISSILE WEAPONS PENETRATION SPACE
B -1 to Command maneuvers A SYSTEM OFFLINE: Critical reactor overload	POWER DATA
LIFE SUPPORT RELIABILITY         HIT ON	POWER SYSTEM SPACE   SPACE
E Panel shorts: Stamina test (TN 10) or stun 106 rounds	ROLL REACTOR STATUS EFFECTS  [(OK)] ■ NOMINAL ■ If system hit: add 2D6 → remaining blocks'reliability, TN 10, to avoid overload
(E) Panel snorts: Stamma test (1N 1U) OP stun 1D6 rounds (D) Panel explodes: Quickness test (TN 10) or 1D6 wounds	1-2-3 MINOR OVERLOAD 606 damage to personnel in Engineering, or 10% crew casualties (all wounded)
© Gravity failing: -2 to all Physical tests B Thin atmosphere: Stamina test (TN 10) or stun 106 rounds	4.5   MAJOR OVERLOAD     25   206         EXT'D TEST TN FOR CONTAINMENT (1 test/round)     6   Critical Overload   25   106 + 2       45 + DAMAGE/5   RELIAB. MOD.
A SYSTEM OFFLINE: 206 rounds to abandon ship	
SENSORS RELIABILITY I I I I I I I I I I I I I I I I I I	SECONDARY SYSTEMS STATUS
(F) -1 to Helm maneuvers (E) -1 to all maneuvers	③ ESCAPE PODS ④ MEDICAL FACILITIES ① TRANSPORTERS
① -1 to Initiative ② -2 to Tactical maneuvers	(5) ORBITAL CORRECTORS AND SUBLIGHT DRIVE (13) TRACTOR BEAMS AND MAGNETIC GRAPPLERS
B Cannot execute Lock On	(A) AUXILIARY SCIENCE SYSTEMS (D) ENGINEERING FACILITIES (D) INERTIAL DAMPENING FIELDS & SHIELD MODULATORS
A SYSTEM OFFLINE: Vessel blind  OPERATIONS — RELIABILITY	8 PERSONNEL INTRASHIP TRANSPORTATION B COMMUNICATIONS SYSTEM
OPERATIONS — RELIABILITY   ()   HIT ON   ()	① DOCKING FACILITIES & DOCKED SHIPS ① HOLOGRAPHIC & RECREATION SYSTEMS ② DOCKING FACILITIES & DOCKED SHIPS ③ DOCKING FACILITIES & DOCKED SHIPS ③ DOCKING FACILITIES & DOCKED SHIPS ⑤ FIRE SUPPRESSION SYSTEM
€ -1 to Command maneuvers	ODEDATIONAL DATA
① -1 to Computer Use tests ② -2 to Initiative	OPERATIONAL DATA OPERATIONS SYS.   SPACE     ILIFE SUPPORT SYS.   SPACE
B · 2 to all maneuvers A SYSTEM OFFLINE: Cloaking device offline	CARGO UNITS SPACE   TRACTOR BEAMS SPACE
C	SENSORS USPACE SPACE SPA
CREW DATA	SEPARATION SYS.  CLOAKING DEVICE
COMPLEMENT ON DUTY PENALTY	SUBLIGHT DRIVE SPACE I
PASSENGERS     WOUNDED     REM. IN SICKBAY   DAMAGE REPORT     % CASUALTIES   AS WOUNDED   AS DEATHS	DOCKING BAYS  DOCKING PORTS  SIZE WORTH / MAX.  SPACE SIZE WORTH / MAX.  SPACE SIZE WORTH / MAX.
PRIMARY SYSTEM HIT  ■ 10%	PYLONS / BERTHS SIZE WORTH / MAX. SPACE SPACE
■ PRACT DECEMBED   ■ EN/ ( \■ 700/ / \■ 900/ * / \■	
SMALL BREACH	EDGES SPACE   SPACE
HULL BREACH 10% 50% 50%*  MINOR REACTOR OVERLOAD 10% 100%  * If emergency forcefields (Secondary sys. 17) online; otherwise, 100% deaths	FLAWS SPACE