

STARSHIP RECORD SHEET

STAR TREK
ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

PRODUCTION DATA

SHIP NAME

CLASS AND TYPE

ORIGIN

REGISTRY NO. ■ 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	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