SHIP _____ CLASS _____

AVAILABLE SPACE

PRODUCTION DATA

ORIGIN
CLASS AND TYPE
YEAR LAUNCHED

HULL DATA

STRUCTURE
SIZE/DECKS
LENGTH/HEIGHT/BEAM
COMPLEMENT

SPACE

OPERATIONAL DATA

ATMOSPHERE CAPABLE
TRANSPORTERS
CARGO UNITS
SHUTTLEBAY
SHUTTLECRAFT
TRACTOR BEAMS
SEPARATION SYSTEM
CLOAKING DEVICE
SENSOR SYSTEM
OPERATIONS SYSTEMS
LIFE SUPPORT

PROPULSION DATA

IMPULSE SYSTEM
WARP SYSTEM

TACTICAL DATA

BEAM WEAPONS
PENETRATION
MISSILE WEAPONS
PENETRATION
DEFLECTOR SHIELD
PROTECTION/THRESHOLD

MISCELLANEOUS DATA

MANEUVER MODIFIERS C H T
STARSHIP TRAITS

SENSORS

E	■	-1 ALL MANEUVERS
D		-1 INITIATIVE
C		-2 TACTICAL MANEUVERS
B		CANNOT EXECUTE TARGET LOCK
A		SYSTEM OFFLINE: VESSEL BLIND

OPERATIONS

E	■	-1 COMMAND MANEUVERS
D		-1 COMPUTER USE TESTS
C		-2 INITIATIVE
B		-2 ALL MANEUVERS
A		SYSTEMS OFFLINE: CLOAK OFFLINE

LIFE SUPPORT

E	■	RANDOM CONSOLE EXPLODES, 1D6 STUN
D		RANDOM CONSOLE EXPLODES, 1D6 WOUND
C		GRAVITY FAILING: -2 ALL PHYSICAL TESTS
B		THIN ATMOSPHERE: 2D6 STUN TO ALL CREW
A		2D6 ROUNDS TO ABANDON SHIP

PROPULSION

E	■	-1 TO HELM MANEUVERS
D		-1 INITIATIVE
C		-2 TO HELM MANEUVERS
B		-2 INITIATIVE
A		SYSTEM OFFLINE

WEAPONS

E	■	-1 TO TACTICAL MANEUVERS
D		-1 PENETRATION ALL ARRAYS
C		NO TIER 2 TACTICAL MANEUVERS
B		-2 TO TACTICAL MANEUVERS
A		SYSTEM OFFLINE

SHIELDS

E	■	-1 SHIELD STRENGTH
D		-1 PROTECTION RATING
C		-1 THRESHOLD
B		-2 PROTECTION RATING
A		SYSTEM OFFLINE

SHIELD STRENGTH

10	9	8	7	6	5	4	3	2	1	0
	Panel shorts		Protection -1		System Hit	Threshold -1		Console explodes	System Hit	Shields Down!

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PROTECTION

DAMAGE