

Starship Name/ Registry

Production Data

Origin

Class & Type:

Year Launched:

(Space)

Hull Data

Structure:

Size/ Decks:

Length/Height/Beam:

Compliment:

Class Rating

Operational Data

Transporters

Cargo Units

Shuttle Bays

Shuttle Craft

Tractor Beams

Separation Sys.

Masking Sys.

Sensor System

Operations Sys.

Life Support Sys.

Propulsion Data

Impulse Sys.

Warp Sys.

Tactical Data

Weapon

Penetration

Weapon

Penetration

Weapon

Penetration

Weapon

Penetration

Weapon

Penetration

Weapon

Penetration

Deflector Shield:

Protection/Threshold

Miscellaneous Data

Maneuver Modifiers

C: H: T:

Traits

Initial Space Available:

Space Used:

NOTES:

Sensors

E -1 All Maneuvers

D -1 Initiative

C -2 Tactical Maneuvers

B Cannot Execute: "Lock On"

A Offline: Vessel Blind

Operations

E -1 Command Maneuvers

D -1 "Computer Use" Tests

C -2 Initiative

B -2 All Maneuvers

A Offline: Cloak Offline

Life Support

E Console Exp.:TN-10 STA or 1D3 rnd stun

D Console Exp.:TN-10 QUI or 1D6 Wounds

C Gravity Failing: -2 PHYS Tests

B Thin Atmos.: TN-10 STA or 1D6 rnd stun

A Failing: 2d6 Rnds to abandon ship

Propulsion

E -1 Helm Maneuvers

D -1 Initiative

C -2 Helm Maneuvers

B -2 Initiative

A Offline: Core Breach!

Weapons

E -1 Tactical Maneuvers

D -1 Penetration; All Arrays

C No Tier 2 Tactical Maneuvers

B -2 Tactical Maneuvers

A Offline

Shields

E -1 Shield Strength

D -1 Protection Rating

C -1 Threshold

B -2 Protection Rating

A System Offline

Table 7.8 Starship Combat

Margin of Success

Result

Below TN

Failure: Ship Missed (No Effect on Shields)

Equals TN

Marginal: Apply Damage Normally.

1-5 above TN

Complete: Reduce Shield Strength by 1.

6-10 above TN

Superior; Reduce Shield Strength by 2.

11+ above TN

Extraordinary: Reduce Shield Strength by 3.

Table 7.9 Shield Strength

Strength

Effect (If Any)

10

Full Strength

9

Bridge Panel Shorts; TN-10 STA or Stun 1d6 Rnds

8

7

Shield Protection Rating Reduced by 1

6

5

Primary System Hit, Roll on 7.10

4

Shield Threshold Reduced by 1, Min:0

3

2

Bridge Hit, Console Explodes, 1D6 Wounds

1

Primary System Hit, Roll on 7.10

0

Shields Down: Protection Set to 5.

Table 7.10 System Damage

Light/Fast

Heavy/Warship

All Others

System

2

2

2

Life Support

3

3

3-4

Shields

4

4-5

5-6

Weapons

5-7

6-7

7-8

Operations

8-9

10-11

9

Sensors

10

8-9

10

Propulsion

11

Weapons & Ops

11

12

12

All Systems

12

All Systems x2

Starship Structure Points