

PRODUCTION DATA	
Origin	SHIELD STRENGTHTRACK
Class and Type	STRENGTH EFFECT (IF ANY)
Commissioned	10 Full strength
HULL DATA	9 TN 10 Stamina or stun 1d6 rds
Structure	8 Shield protection reduced by 1
Size/Decks	7 Shield protection reduced by 1
Length/Height/Beam	5 Primary system hit, roll on T7.10
Complement	4 Shield threshold reduced by 1
OPERATIONAL DATA	3
Atmosphere Capable	TN 10 Quickness or 1d6 wounds
Cargo Units	Primary system hit, roll on T7.10  Shields down! Protection set to 5
Cloaking Device	STRUCTURAL DAMAGE
Life Support	51 to 55
Operations System	46 to 50
Separation SystemSeparation System	41 to 45
Shuttlebay	36 to 40
Shuttlecraft	31 to 35 26 to 30
Tractor Beams	21 to 25
Transporters	16 to 20
PROPULSION DATA	11 to 15
Impulse System	6 to 10
Warp System	SYSTEM DAMAGETRACK
T. 575.1. D. T.	SENSORS
TACTICAL DATA	E1 to all maneuvers
Phaser/Disruptor Banks Penetration	D1 to initiative
Photon/Plasma Torpedos	C2 to tactical maneuvers
Penetration	B Cannot execute Lock On maneuver A System offline: vessel blind
Deflector Shield	OPERATIONS
Protection/Threshold	E1 to command maneuvers
MISCELLANEOUS DATA	D1 to Computer Use tests
Maneuver Modifiers	C2 to initiative
Traits	B -2 to all maneuvers A Systems offline: cloak offline
SERVICE RESERVE OF RUEV	LIFE SUPPORT
SERVICE RECORD/TOURS OF DUTY	E TN 10 Stamina or stun 1d3 rds
	D TN 10 Quickness or 1d6 wounds
	C Gravity failing: -2 all physical tests
	B TN 10 Stamina or stun 1d6 rds A System offline: 2d6 rds to abandon ship
	PROPULSION
	E -1 to helm maneuvers
<del></del>	D1 to initiative
	C2 to helm maneuvers
	B -2 to initiative A System offline: core breech!
	A System offline: core breech! WEAPONS
	E -1 to tactical maneuvers
	D1 penetration all arrays
<del></del> -	C No Tier 2 tactical maneuvers
	B -2 to tactical maneuvers A System offline
	A System offline SHIELDS
	E -1 shield strength
	D1 protection rating
<del></del>	C1 threshold
	B -2 protection rating A System offline: shields down
	A System offline: shields down CUMULATIVE MODIFIERS
	HelmTactical
	Command Initiative