STARSHIP PROFILE

STARSHIP NAME

DIAGRAM

SPECIFICATIONS	PRODUCTION DATA		FLEET DATA
CLASS AND TYPE			
YEAR LAUNCHED	HULL DATA		
STRUCTURE	HULL DATA	L	
SIZE / DECKS			
LENGTH / HEIGHT / BEAM			
COMPLEMENT			
TRANSPORTERS	OPERATIONAL DATA		
TRANSPORTERS CARGO UNITS		SEPARATION SYSTEM MASKING SYSTEM	
SHUTTLEBAY		SENSOR SYSTEM	
SHUTTLECRAFT		OPERATIONS SYSTEM	
TRACTOR BEAMS		LIFE SUPPORT	
	PROPULSION DATA		
IMPULSE SYSTEM			
WARP SYSTEM	TACTICAL DATA		
TACTICAL DATA	TACTICAL DATA	L	
Incher Drinn			
	MISCELLANEOUS DATA		
MANEUVER MODIFIERS	MISCELLANEOUS DATA	L	
TRAITS			
NOTES			
		SYSTEM DAMAGE TRACKS	
S	ENSORS	OPERATIONS	LIFE SUPPORT
E -1 ALL MANEUVER	S	E -1 COMMAND MANEUVERS	E RANDOM CONSOLE EXPLODES (1D6 STUN)
D -1 INITIATIVE		D -1 COMPUTER USE TESTS	D RANDOM CONSOLE EXPLODES (1D6 STUN)
C -2 TACTICAL MAEU		C -2 INITIATIVE	C GRAVITY FAILING: -2 ALL PHYSICAL TESTS
B CANNOT EXECUTE A SYSTEM OFFLINE:		 B -2 ALL MANEUVERS A SYSTEMS OFFLINE: CLOAK FAILURE 	B THIN ATMOSPHERE: 2D6 STUN TO ALL CREW A SYSTEMS FAILING: 2D6 ROUNDS TO ABANDON SHIP
A SISTEM OFFLINE.	VEJJEL DLIND	A STSTEMS OFFLINE. CLOAR FAILURE	A SYSTEMS FAILING: 2D6 ROUNDS TO ABANDON SHIP
PRO	OPULSION	WEAPONS	SHIELDS
E -1 TO HELM MANE	UVERS	E -1 TO TACTICAL MANEUVERS	E -1 SHIELD STRENGTH
D -1 INITIATIVE		D -1 PENETRATION ALL ARRAYS	D -1 PROTECTION RATING
C -2 TO HELM MANE	UVERS	C NO TIER 2 TACTICAL MANEUVERS	C -1 THRESHOLD
B -2 INITIATIVE		B -2 TO TACTICAL MANEUVERS	B -2 PROTECTION RATING
A SYSTEM OFFLINE		A SYSTEM OFFLINE	A SYSTEM OFFLINE

STRUCTURE DAMAGE TRACK

EVERY 5 POINTS OF DAMAGE, SYSTEM DAMAGE OCCURS.