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STAR TREK: THE ROLE-PLAYING GAME

STARSHIP DATA RECORD

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Starship Name :	U.S.S.		Registry No :	NCC-
Class :		Commissioned :	Admiral :	

Main Systems	
Warp Drive	
Impulse Drive	
Power Systems	
Computer Core	
Transporter	
Tractor Beam	
Sub-Space Radio	
Deflector Shields	
Inertial Dampeners	
Universal Translator	

Weaponry Systems	
Main Phaser array	
Rear Phaser array	
Photon Launcher	
Photon Torpedoes	
Photon Tp. Amount	
Shields	
Hull Armour	

Quantum Torpedoes	
Sub-space Weapons	
Temporal Weapons	

Science Systems	
Sensors	
Geological	
Biological	
Chemical	
Electromagnetic	
Sub-Space	
Laboratories	
General	
Chemical	
Biological	
Probes	

Medical	
Medical Scanners	
Med. Scanner Amount	
Medi-bays	
Medi-bay Amount	
Surgery Facilities	

Personnel Systems	
Crew Quarters	
Food Slots	
Crew Lounges	
Crew Lounge Amount	
Arboretum	

Miscellaneous	
Holodecks	
Cloaking Device	
Replicators	
Transwarp Drive	

Damage	
Main Systems	
Medical	
Weaponry Systems	
Personnel Systems	
Science Systems	
Misc. Systems	

Hull																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Shuttle Craft 1		
Name		
Registry	NCC- - 1	
Impulse Drive		
Warp Drive		
Sub-Space Radio		
Transporter		
Phasers		
Shields		
Sensors		

Shuttle Craft 2		
Name		
Registry	NCC- - 2	
Impulse Drive		
Warp Drive		
Sub-Space Radio		
Transporter		
Phasers		
Shields		
Sensors		

Shuttle Craft 3		
Name		
Registry	NCC- - 3	
Impulse Drive		
Warp Drive		
Sub-Space Radio		
Transporter		
Phasers		
Shields		
Sensors		

Guide to Ship Creation

- Choose a ship name and Registry number. Registry numbers have 4 or 5 digits. Append a letter (A, B..) for each new version of the same ship.
- Select a class. (e.g. Constitution, Excelsior, Galaxy, Intrepid, Miranda, Sovereign)
- Select a commission date and Admiral name.
- Spend 500 points in *Main Systems*. No attribute may exceed 90
- Spend 1000 points in *Weaponry Systems* and *Science Systems*. No attribute may exceed 90. NB - Temporal and Sub-space weapons are **illegal**.
- Spend 600 points in *Medical*, *Personal Systems* and *Miscellaneous*. No attribute may exceed 90.
- Name each Shuttle. The Registry number is the same as the ship's.
- Spend 250 points on each shuttle. No attribute may exceed 70.
- As an optional extra you may add 1D10 to any 20 boxes. Each box may be chosen two times.
- Photon Torpedo Amount is divided by 3 and rounded down. All other amounts are divided by 5 and rounded down.

System Guide

Introduction

This is a system designed to work in the FASA version of *Star Trek: The Role Playing Game*. This system is designed to be used using the Starship Data Sheet provided but feel free to make your own system to use with the sheet or vice-versa.

If you are a storyteller you may decide to let your players create their own ships or you may prefer to make a ship suitable to your story. Both have advantages. If you let your players create their ship they will immediately have an affinity for the ship. However, if you create the ship you can make sure the players have everything they need.

Ship Creation

These rules will create a fairly rounded starship. You may wish to ignore or modify them. If you do so, make sure the ship is not too strong or weak.

1. Choose a ship name and registry number. Registry numbers are 4 or 5 digits long. (4 in *Star Trek* and 5 in *The Next Generation*, *DS9* and *Voyager*.) Append a letter (A, B, C, etc.) for each new ship of the same name. e.g. The Fifth Enterprise is NCC-1701-D.
2. Select a class. Although this does not affect your ship statistics it does help show what kind of ship it is. Some classes are: Akira, Ambassador, Andromeda, Antares, Apollo, Bradbury, Centaur, Challenger, Chimera, Cheyenne, Constellation, Constitution, Daedalus, Danube, Defiant, Deneva, Excelsior, Freedom, Galaxy, Griffin, Hokule'a, Intrepid, Istanbul, Korolev, Mediterranean, Merced, Miranda, Nebula, New Orleans, Niagara, Norway, Nova, Oberth, Olympic, Peregrine, Prometheus, Raven, Renaissance, Rigel, Saber, Sequoia, Shelley, Sovereign, Soyuz, Springfield, Steamrunner, Surak, Sydney, Triden, Wambundu, Yeager, Yellowstone, Yorkshire and Zodiac
3. Select a commission date and Admiral name. These can be anything that fit your game.
4. Spend 500 points any way you like in the Main Systems section. No single system may exceed 90.
5. Spend 1000 points any way you like in the Weapons Systems and Science Systems section. You may choose to make your ship more military or scientific here. No single system may exceed 90. Also bear in mind that temporal weapons and sub-space weapons are **illegal**. Therefore if you ship uses them you should come up with a good explanation.
6. Spend 600 points any way you like in the Medical, Personal Systems and Miscellaneous section. The federation is unable to develop cloaking devices so if your ship uses it you will again need to come up with an explanation.
7. Name each shuttle whatever you like. The Registration number of each shuttle is the same as the ship. (e.g. if you ship is NCC-43684 the first shuttle will be NCC-43684-1.) Spend 250 points in each shuttle. You may want to make each of your shuttles specialised. No single shuttle system may exceed 70.
8. If you wish you may add 1D10 to any 20 boxes on the whole sheet. You may select a single box a maximum of two times.
9. Photon Torpedo Amount is divided by 3 and rounded down. All other amounts are divided by 5 and rounded down. (e.g. if Medi-bay Amount is 60 then it becomes 12.)

Useful Information

When a character is on a ship or shuttle he may use any of the ships systems. To determine success average the system with the players ability to use that system

and roll a percentile dice. If the score is equal to or less than that of the averaged score then s/he passes. If you cannot find the right stat. to use for the character use INT instead.

Approximate Max warp speed from Warp Drive Stat.

0-20 : Warp 1. (Warp drive will only work for a few minutes)	56-60 : Warp 7.5
21-25 : Warp 1	61-65 : Warp 8
26-30 : Warp 2	66-70 : Warp 8.3
31-35 : Warp 3	71-75 : Warp 8.6
36-40 : Warp 4	76-80 : Warp 9
41-45 : Warp 5	81-85 : Warp 9.2
46-50 : Warp 6	86-90 : Warp 9.4
51-55 : Warp 7	91-95 : Warp 9.6
	96-99 : Warp 9.8
	100+ : Warp 9.9

Every time the ship takes a hit and the shields are active temporally subtract the amount of damage from the ship's shield rating when this rating is zero or very low, the shields have failed.

If the shields are inactive subtract the damage from the hull. If the hull is 4 or less a breach is very likely.

These tables are from the FASA Game operations manual and are useful for ship combat. Roll 1D10:

Die Roll	Damage location
1 - 5	Superstructure
6 - 7	Engine
8	Weapons
9	Shield Generator or Sensors
10	Bridge or Engine Room

Die Roll	Shield Effect
1 - 5	Shield absorbs damage
6 - 7	Graze, Shield absorbs most
8 - 9	Direct hit, moderate damage
10	Heavy Damage

Damage

When is system is damaged you may write a damage modifier in the damage section of the sheet. Until the damage is repaired you may use this modifier on all sub-systems of that section.

Example: The ship's computer core is rated 50 but due to a Romulan attack *Main Systems* has 10 damage. Therefore if a player uses the computer core it will be rated 50 - 10 = 40 points.

Use this system if it is useful. Roll 1D10:

Die Roll	System Damaged
1 - 3	None
4	Main Systems
5	Weaponry Systems
6	Science Systems
7	Medical
8	Personal Systems
9	Miscellaneous
10	Multiple Systems (?)

For shuttlecraft the points box is split into two. The first half is for the system's rating, the second is for the damage.

About Me

I hope this sheet and system are useful to you.

You may contact me at sorcerer_fowler@yahoo.co.uk to make comments / suggestions / complaints.