



















StarFleet Bridge Officer Ensign (trooper) 					
Control	11	Command	2	Stress	9
Daring	10	Conn	3	Soak	0
Fitness	8	Engineering	2	○○○○○ ○○○○	
Insight	8	Security	1		
Presence	9	Science	2		
Reason	9	Medicine	1		
UA Strike	2x 	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x 	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				

StarFleet Security Ensign (trooper) 					
Control	11	Command	1	Stress	12
Daring	10	Conn	2	Soak	0
Fitness	9	Engineering	2	○○○○○ ○○○○ ○○	
Insight	8	Security	3		
Presence	9	Science	1		
Reason	8	Medicine	2		
UA Strike	4x 	1H, Knockdown, Nonlethal			
Ty 2 Phaser	6x 	1H, Charges 5			
Traits	One Species				
Values	—				
Focus	One Focus				

StarFleet Engineering Ensign (trooper) 					
Control	10	Command	1	Stress	9
Daring	8	Conn	2	Soak	0
Fitness	8	Engineering	3	○○○○○ ○○○○	
Insight	9	Security	1		
Presence	9	Science	2		
Reason	11	Medicine	2		
UA Strike	2x 	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x 	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				

StarFleet Security PO (trooper) 					
Control	10	Command	1	Stress	14
Daring	11	Conn	1	Soak	0
Fitness	10	Engineering	2	○○○○○ ○○○○	
Insight	8	Security	4	○○○○	
Presence	8	Science	1		
Reason	8	Medicine	2		
UA Strike	5x 	1H, Knockdown, Nonlethal			
Ty 2 Phaser	7x 	1H, Charges 5			
Traits	One Species				
Values	—				
Focus	One Focus				

StarFleet Medical Ensign (trooper) 					
Control	9	Command	2	Stress	9
Daring	9	Conn	1	Soak	0
Fitness	8	Engineering	2	○○○○○ ○○○○	
Insight	11	Security	1		
Presence	8	Science	2		
Reason	10	Medicine	3		
UA Strike	2x 	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x 	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				

StarFleet Sciences Ensign (trooper) 					
Control	9	Command	1	Stress	9
Daring	8	Conn	2	Soak	0
Fitness	8	Engineering	2	○○○○○ ○○○○	
Insight	10	Security	1		
Presence	9	Science	3		
Reason	11	Medicine	2		
UA Strike	2x 	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x 	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				

Crew Roster	
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Sec <input type="checkbox"/> Sci <input type="checkbox"/> Med <input type="checkbox"/> Bridge <input type="checkbox"/> Engr
Stress	○○○○○ ○○○○ ○ ○○
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Sec <input type="checkbox"/> Sci <input type="checkbox"/> Med <input type="checkbox"/> Bridge <input type="checkbox"/> Engr
Stress	○○○○○ ○○○○ ○ ○○
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Sec <input type="checkbox"/> Sci <input type="checkbox"/> Med <input type="checkbox"/> Bridge <input type="checkbox"/> Engr
Stress	○○○○○ ○○○○ ○ ○○

USS Lexington — Constitution Class [Starship][23C]

Commo	8 000	Command	2	Shields	10
Computers	8 000	Conn	3	Soak	3
Engines	8 000	Engineering	4	Scale	3
Sensors	8 000	Security	2	Power	7
Structure	8 000	Science	3	Crew	6
Weapons	8 000	Medicine	2		
Shields	00000 00000				
Power	00000 00				
Crew	00000 0				
Phaser	6x[A]	Energy, R=M, Versatile 2			
Photon	6x[A]	Torpedo, R=M High Yield, 3 Salvoes			
Tractor	3	—			
Foci	Long Range Navigation Sensors, Long Range Warp Drive, Expanded Labs				
Spl Rules	Independent Phaser Power: The Phaser emitters aboard Constitution-class starships have their own power supply. This removes the Power Requirement for making Attacks with the Phasers, but also prevents additional Power from being spent to boost the Phasers.				
Subcraft	4x Class F Shuttles				

Notes	

Other Damage				
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW

Crew Roster	
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	00000 000⑨ 00⑩ 0⑪
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	00000 000⑨ 00⑩ 0⑪
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	00000 000⑨ 00⑩ 0⑪
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	00000 000⑨ 00⑩ 0⑪

USS Thunderchild / Akira Class [Starship][24C]

Commo	9 ○○○○	Command	3	Stress	13
Computers	10 ○○○○	Conn	2	Soak	6
Engines	9 ○○○○	Engineering	3	Scale	4
Sensors	9 ○○○○	Security	4	Power	6
Structure	9 ○○○○	Science	1	Crew	8
Weapons	12 ○○○○	Medicine	2		
Phasers	8×[▲]	R=M, Energy, Versatile 2			
Photon T.	8×[▲]	R=M, Torpedo, High Yield, 3 Salvoes			
Quantum	10×[▲]	R=M Torpedo, Vicious 1, Calibration, High Yield,3 salvoes			
Traits	Battlegroup Command, Enhanced Tactical Systems, Mass Evacuation Facilities				
Spl Rules	<p>Rapid-Fire Torpedo Launcher: The Akira-class is armed with a rapid-fire Torpedo launching module, designed to accommodate both photon and quantum torpedoes. Whenever the Akira-class makes an Attack with a Torpedo weapon, and spends one or more additional Salvoes, reroll any number of d20s when making the attack.</p> <p>Ablative Armour: The Akira-class is reinforced with layers of ablative armour that help protect the ship even when the shields are down. The ship has two additional Soak.</p>				
Subcraft	10× Type 8 Shuttles, 2× Danube Class Runabouts				

Notes	

Other Damage

System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	①①②③④⑤	○ D+1	○ CR+1	○ DNW

Crew Roster

Name				
Traits				
Focus				
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec			
Stress	○○○○○ ○○○③ ○○④ ○⑤			
Name				
Traits				
Focus				
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec			
Stress	○○○○○ ○○○③ ○○④ ○⑤			
Name				
Traits				
Focus				
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec			
Stress	○○○○○ ○○○③ ○○④ ○⑤			
Name				
Traits				
Focus				
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec			
Stress	○○○○○ ○○○③ ○○④ ○⑤			

USS Bellerophon — Intrepid Class [Starship][24C]					
Commo	9	Command	2	Stress	14
Computers	11	Conn	3	Soak	3
Engines	10	Engineering	3	Scale	3
Sensors	10	Security	2	Power	6
Structure	7	Science	4	Crew	6
Weapons	9	Medicine	1		
Phasers	5x[A]	R=M, Energy, (Area 1 or Spread 1), Versatile 2			
Photon T. Tractor	6x[A] 3	R=M, Torpedo, High Yield, 3 Salvoes —			
Foci	Class 9 Warp Core, Bioneural Gelpack Computers, Emergency Medical Hologram				
Spl Rules	Multi-spectrum Shielding: The advanced deflector shields of the Intrepid-class allow it to explore dangerous phenomena in relative safety. The Bellerophon's Shields are five higher than normal. Advanced Warp Drive: The Intrepid-class has top-of-the-line Warp Drive, from a reliable, efficient warp core, to variable-geometry nacelles allowing the most effective warp fields. Whenever the ship spends one or more Power to go to Warp, roll 1[CD] for each point of Power spent; for each Effect rolled, the ship regains one Power.				
Subcraft	4x Type 8 Shuttles				

Notes	

Other Damage				
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW
System				
Diff.	⓪①②③④⑤	○ D+1	○ CR+1	○ DNW

Crew Roster	
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	○○○○○ ○○○⑨ ○○⑩ ○⑪
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	○○○○○ ○○○⑨ ○○⑩ ○⑪
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	○○○○○ ○○○⑨ ○○⑩ ○⑪
Name	
Traits	
Focus	
Type	<input type="checkbox"/> Bridge <input type="checkbox"/> Engr <input type="checkbox"/> Med <input type="checkbox"/> Sci <input type="checkbox"/> Sec
Stress	○○○○○ ○○○⑨ ○○⑩ ○⑪

USS Venture — Galaxy Class [Starship][24C]

Commo	10	Command	4	Stress	15
Computers	10	Conn	2	Soak	4
Engines	9	Engineering	3	Scale	4
Sensors	9	Security	3	Power	6
Structure	12	Science	3	Crew	8
Weapons	9	Medicine	3		
Phasers	7x[A]	R=M, Energy, (Area 1 or Spread 1), Versatile 2			
Photon T. Tractor	7x[A]	R=M, Torpedo, High Yield, 3 Salvoes			
Foci	3	—			
Spl Rules	<p>Diplomatic Facilities, Battle Bridge, Expansive Sickbay</p> <p>Saucer Separation: In emergencies and important situations, the saucer section of a Galaxy-class can separate from the engineering section. Each section has the same values, though they are only Scale 3 each. The saucer section, which contains the crew quarters and recreational areas, does not have the capacity to go to Warp. Separating is a Reason + Engineering Task with a Difficulty of 2, assisted by the ship's Structure + Engineering, performed from the Operations station. Reconnecting requires the same Task with Difficulty 1, but from crew in both parts of the ship; if either Task fails, the reconnection fails.</p> <p>Modular Laboratories: The laboratories of a Galaxy-class Starship are designed to be customised to suit the needs of individual scientific teams, and they rarely stay the same for more than a few months. At the start of each mission, the vessel gains a Focus in a single scientific discipline for the duration of that mission.</p>				
Subcraft	6x Type 7 Shuttles, 4x Type 6 Shuttles, 1x Danube Class Runabouts				

Notes	

Other Damage

System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW
System				
Diff.	①②③④⑤	<input type="radio"/> D+1	<input type="radio"/> CR+1	<input type="radio"/> DNW

Crew Roster

Name					
Traits					
Focus					
Type	<input type="checkbox"/> Bridge	<input type="checkbox"/> Engr	<input type="checkbox"/> Med	<input type="checkbox"/> Sci	<input type="checkbox"/> Sec
Stress	<input type="radio"/> ①	<input type="radio"/> ②	<input type="radio"/> ③	<input type="radio"/> ④	<input type="radio"/> ⑤
Name					
Traits					
Focus					
Type	<input type="checkbox"/> Bridge	<input type="checkbox"/> Engr	<input type="checkbox"/> Med	<input type="checkbox"/> Sci	<input type="checkbox"/> Sec
Stress	<input type="radio"/> ①	<input type="radio"/> ②	<input type="radio"/> ③	<input type="radio"/> ④	<input type="radio"/> ⑤
Name					
Traits					
Focus					
Type	<input type="checkbox"/> Bridge	<input type="checkbox"/> Engr	<input type="checkbox"/> Med	<input type="checkbox"/> Sci	<input type="checkbox"/> Sec
Stress	<input type="radio"/> ①	<input type="radio"/> ②	<input type="radio"/> ③	<input type="radio"/> ④	<input type="radio"/> ⑤