The Flagship

Prefix
USS, CFS, TSN, EGS

Names
Phoenix, Determination, Washington, Churchill, Northstar, Esperanza, Queen Mab, Rawalpindi

Origins
Five year mission, built specifically for this mission, first Terran ship, last ship standing

By default, your ship has:
- 50-75 crewmembers.
- a mix of imperial/federation missions (+1supplies, need: hungry).
- a light array of armor or shields (+2hull, add -fragile)
- a set of coordinated lasers and energy weapons (+2weapons)
- a functional, slightly underpowered ship core (+1speed)
- a sensor array with fixed positioning instruments (+2sensors, add -fragile)

Choose 4:

- your crew is large, 100-200 crewmembers. (+1supplies, need: +crowded)
- your crew is small, 15-25 crewmembers. (need: exhausted instead of need: hungry)
- for missions, add lucrative raiding. (+1supplies, need: +reprisals)
- for missions, add scientific exploration. (+1supplies, need: +phenomena)
- for missions, add transporting diplomats. (+1supplies, need: +politics)
- your armor/shields have reinforced backups to prevent hull breaches. Drop fragile.
- your armor/shields are powered by advanced technology. (+2hull)
- your ship's weapons have advanced computer targeting systems. (+1weapons)
- your core is state-of-the-art, capable of reaching enormous speeds. (+2speed)
- your sensor array is constructed from durable, materials. Drop fragile.

Choose 2:

- your crew is young and untested. (need: +experience)
- your command is at war with an advanced alien race. (need: +hunted)
- your ship has a reputation for genocide and murder. (need: +reprisals)
- your ship is at the mercy of political conflicts. (-1supplies, need: +obligation)
- your hull hasn't been repaired in years. (-1hull)
- your weapons are restricted by political treaties. (-1weapons)
- your engine core is on the brink of obsolescence, (add -unreliable)
- your sensors are poorly shielded and prone to generating false signals. (add -unreliable)

Advanced Ship Technology (Choose one from each row):

To activate an advanced ship technology, roll+Engineering. On a 10+, hold two. On a 7-9, hold one. Spend that hold, one for one, on the tech features listed. You may repeat picks.

Energy Shields	or	Flak Cannons
■ Absorb a direct hit (-1 damage)		■ Add +1 to an evasive maneuver ■ Destroy an enemy fighter
Transporters ■ Move a character to or from an unshielded location	or	**Shuttle Bay** ■ Launch a shuttle with up to 15 crew to a nearby location. ■ Safely land a shuttle in the shuttle bay.

Supplies:

Reserves (starts equal to Supplies):

Needs:

Hull: _____

Weapons: _____

Speed: _____

Sensors: _____

Additional Tech (List Ship Expansions):