

FEDERATION STELLAR FORCE

TOURS

2 MISSIONS PER TOUR

00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

GRANDADMIRAL BONUS +15 +10 +8 +6 +4 +2 +1 0 -5



NAME: _____

CLONE

00

RANK	PROMOTION	SHIP ASSIGNMENT	DICE POOL
CADET	O-C	SCOUT	B
ENSIGN	O-1	LIGHT ESCORT	B G
SUBLEUTENANT	O-2	SCIENCE VESSEL	B G G
LIEUTENANT	O-3	LIGHT CRUISER	B G G R
LT. COMMANDER	O-4	TACTICAL ESCORT	B G G R R
COMMANDER	O-5	STELLAR CRUISER	B B G G R R
CAPTAIN	O-6	HEAVY CRUISER	B B G G R R R
COMMODORE	O-7	BATTLE CRUISER	B B G R R R R
REAR ADMIRAL	O-8	DREADNOUGHT	B B R R R R R R
VICE ADMIRAL	O-9	FLEET CARRIER	B B B R R R R R
GRAND ADMIRAL	O-10	FEDERATION COMMAND	

MISSIONS	MINIMUM RANK	EXECUTED	ROLL	PROMOTION	SKILL	MEDAL ROLL	SURVIVAL ROLL
TRAINING	O-C	0 0 0 0 0 +1	2+	1	FITNESS	FAIL	1+
SECURITY	O-C	0 0 0 0 0	3+	1	EFFICIENCY		2+
COMMUNICATIONS	O-C	0 0 0 0 +1	3+	1	COMPUTER		2+
SURVEY	O-1	0 0 0 0 +1	3+ 3+	1	ENGINEERING		2+
AID	O-1	+1 +1 +1 +1	4+ 4+	1	LEADERSHIP	FAIL	2+
TRADE	O-2	0 0 0 +1	4+ 5+	1	ADMINISTRATION		2+
SCIENCE	O-2	0 0 +1 +1	3+ 4+ 5+	2	ENGINEERING		2+
PLANETARY DEFENSE	O-2	0 0 +1 +2	4+ 4+ 5+	1	COURAGE	4+ 4+	4+
EXPLORATION	O-2	0 +1 +1 +1	4+ 4+ 6+	2	ALIEN TECH	5+ 5+	3+
ESCORT	O-3	0 0 +1 +1	3+ 4+ 5+	1	NAVIGATION	6+ 6+	3+
PATROL	O-3	+1 +1 +1 +1	4+ 4+ 6+	1	LEADERSHIP	5+ 5+	4+
SYSTEM DEFENSE	O-3	+1 +1 +1 +2	3+ 4+ 4+ 6+	1	GUNNERY	4+ 4+	4+
FIGHTER PILOT	O-4	+1 +2 +2 +3	4+ 5+ 5+ 6+	2	TACTICS	3+ 3+	5+
RESEARCH OUTPOST	O-4	+1 +1 +2	4+ 4+ 5+ 5+ 6+	2	CLONE		3+
SIEGE	O-5	+1 +2 +2	4+ 5+ 5+ 5+ 6+	2	FITNESS	6+ 6+	4+
DIPLOMATIC	O-5	+1 +1 +2	4+ 5+ 5+ 5+ 6+	2	COMMAND		3+
STRIKE	O-5	+2 +2 +2	4+ 5+ 5+ 5+ 6+ 6+	3	GUNNERY	6+ 6+	5+
CONTACT CIVILIZATION	O-6	+1 +2 +2	4+ 5+ 5+ 5+ 5+ 6+ 6+	3	LIAISON	9+ 9+	3+
BATTLE	O-6	+2 +2 +3	4+ 5+ 5+ 5+ 6+ 6+ 6+	3	FITNESS	5+ 5+	6+
ESTABLISH STARBASE	O-7	+2 +2	5+ 5+ 5+ 6+ 6+ 6+ 6+	4	STRATEGY		4+
SECTOR COMMAND	O-8	+3 +3	5+ 5+ 5+ 6+ 6+ 6+ 7+	4	LEADERSHIP	8+ 8+	4+
WAR COMMAND	O-8	+4	5+ 5+ 6+ 6+ 6+ 7+ 8+	5		7+ 7+	4+

SKILLS	DESCRIPTION	START ROLL	SKILL LEVEL
FITNESS	+1 TO SURVIVAL ROLL	1	0 0 +1
EFFICIENCY	+1 TO MISSION / TOUR	2	0 +1
COMPUTER	RE-ROLL 1 DIE	3	0 0 0 +1
COURAGE	+1 TO MEDAL ROLL	4	0 0 +1 +1
ENGINEERING	+1 TO SCIENCE DIE	5	0 +1
ADMINISTRATION	+1 TO OPERATIONS DIE	6	0 +1
GUNNERY	+1 TO COMBAT DIE		0 +1
LEADERSHIP	+1 TO ANY DIE		0 0 +1 +1
NAVIGATION	FLIP 1 DIE TO OPPOSITE SIDE		0 +1
COMMAND	+1 OPERATIONS DIE		+1
ALIEN TECH	+1 SCIENCE DIE		+1
TACTICS	+1 COMBAT DIE		+1
CLONE	IGNORE FAILED SURVIVAL ROLL		-3 -3
LIAISON	USE ANY COLOR DIE AS A ANOTHER COLOR		+1
STRATEGY	FLIP 1 DIE TO "6" SIDE		+1

MEDALS	PER 4	EACH
DISTINCTION	00 00 00 00 00 00	+1
GALLANTRY	00 00 00 00 00 00	+2
VALOR	00 00 00 00 00 00	+3
STARBURST	00 00 00	+5
DISCIPLINE	00 00 00 00 00 00	-3

FINAL SCORE
TOURS BONUS (±)
FINAL PROMOTION (X2)
RANK BONUS (GRAND ADMIRAL)
MISSIONS (+)
SKILLS (±)
MEDALS (±)
GRAND TOTAL