

Engineering Display Master Control Panel

Engineering Display Master Control Panel

Vessel Name _____

Vessel Class _____

Captain's Name _____

Skill Rating _____ Crew Efficiency Rating _____

Warn Engine #1

Warp Engine #1

Wern Engine #2

Warp Engine #2

Turn #	1	2	3	4	5	6	7	8	9	10	11	12
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Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
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Total Power

Units Available

Power to Movement

Power to Shield

Shield Point Ratio ____ / ____

Power to Weapons

Helm Display

Movement Points

Current Warp Speed

Weapons Display ☐

Beam Type _____	Firing Chart _____	Beam Type _____	Firing Chart _____	Beam Type _____	Firing Chart _____
Power Range _____ +3(-) +2(-) +1(-)		Power Range _____ +3(-) +2(-) +1(-)		Power Range _____ +3(-) +2(-) +1(-)	

Beam Type _____	Firing Chart _____	Beam Type _____	Firing Chart _____	Missile Type _____	Firing Chart _____
Power Range _____ +3(-) +2(-) +1(-)		Power Range _____ +3(-) +2(-) +1(-)		Power to Arm _____	Damage _____

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

Finishing Arc	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Finishing Arc	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

Damage Control Display

Shield Type _____

Shield Point Ratio _____ / _____

Maximum Shield Power _____

Shield Points Available

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

1 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	2 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	3 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	4 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	5 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	6 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16																																																																						
7 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	8 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	9 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	10 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	11 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	12 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16																																																																						
13 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	14 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	15 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	16 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	17 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	18 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16																																																																						
19 D 0 1 2 3 4 5 6 0 1 2 3 4 5 6 1 2 3 4 5 6 2 3 4 5 6 3 4 5 6 4 5 6 5 6 6 7 8 9 10 11 12 13 14 15 16	 Damage Chart _____ Stress Chart: Engine _____ Superstructure _____ Superstructure <table border="1" style="width: 100%; text-align: center;"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr> <tr><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td></tr> <tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td colspan="10"></td></tr> </table> Die Roll Modifier <table border="1" style="width: 100%; text-align: center;"> <tr> <td>Crew _____</td> <td>90% +9</td> <td>80% +8</td> <td>70% +7</td> <td>60% +6</td> <td>50% +5</td> <td>40% +4</td> <td>30% +3</td> <td>20% +2</td> <td>10% +1</td> </tr> </table> 					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50											Crew _____	90% +9	80% +8	70% +7	60% +6	50% +5	40% +4	30% +3	20% +2	10% +1
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20																																																								
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40																																																								
41	42	43	44	45	46	47	48	49	50																																																																		
Crew _____	90% +9	80% +8	70% +7	60% +6	50% +5	40% +4	30% +3	20% +2	10% +1																																																																		

% of Casualties

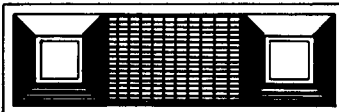
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

Sensors

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L	L
	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O	O

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

Beam Weapons

Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3

Missile Weapons

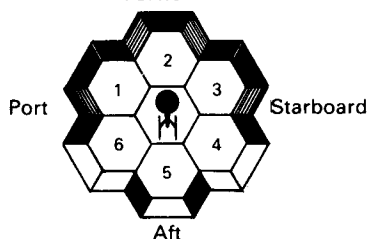
Type _____ Power _____ Firing _____	Type _____ Power _____ Firing _____	Type _____ Power _____ Firing _____	Type _____ Power _____ Firing _____
Type To Arm Dmg Chart	Type To Arm Dmg Chart	Type To Arm Dmg Chart	Type To Arm Dmg Chart
Arc F P S A	Arc F P S A	Arc F P S A	Arc F P S A
DMGD UN ARMED ARMED	DMGD UN ARMED ARMED	DMGD UN ARMED ARMED	DMGD UN ARMED ARMED

Shields

Type _____ Shield Point Ratio _____ / _____

Maximum Shield Power _____

Forward



Sensors

DMGD 2 DMGD 1 OPER LOCK

Forward Port	1	DMGD	Forward	2	DMGD	Forward Starboard	3	DMGD	Aft Starboard	4	DMGD	Aft	5	DMGD	Aft Port	6	DMGD
	0	0		0	0		0	0									
	1	1		1	1		1	1									
	2	2		2	2		2	2									
	3	3		3	3		3	3									
	4	4		4	4		4	4									
	5	5		5	5		5	5									

Superstructure Damage

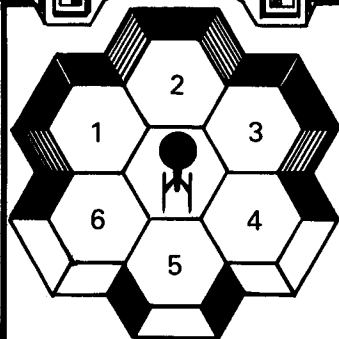
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Deflector Shields

Shield Type _____ Maximum Power _____ Shield Point Ratio _____

Forward Port



1	2	3	4	5	6
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5
6	6	6	6	6	6
7	7	7	7	7	7
8	8	8	8	8	8
9	9	9	9	9	9
10	10	10	10	10	10
11	11	11	11	11	11
12	12	12	12	12	12
13	13	13	13	13	13
14	14	14	14	14	14
15	15	15	15	15	15
16	16	16	16	16	16

Forward

Forward Starboard

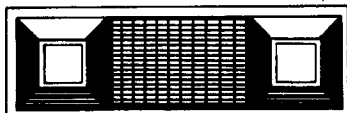
Aft Starboard

Aft

Aft Port

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25
0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

Beam Weapons

Arc F P S A	Type _____	Power _____	Range _____	Firing Chart _____
	DMGD	UN ARMED	1	2
Arc F P S A	Type _____	Power _____	Range _____	Firing Chart _____
	DMGD	UN ARMED	1	2
Arc F P S A	Type _____	Power _____	Range _____	Firing Chart _____
	DMGD	UN ARMED	1	2

Missile Weapons

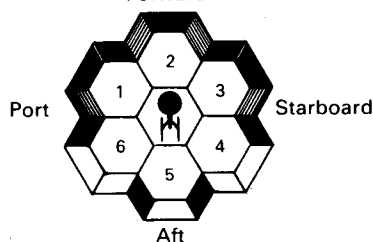
Type _____	Power _____	Firing _____	
To Arm _____	Dmg _____	Chart _____	
Arc F P S A	DMGD	UN ARMED	ARMED

Shields

Type _____ Shield Point Ratio _____

Maximum Shield Power _____

Forward



Sensors

DMGD 2 DMGD 1 OPER LOCK

1	DMGD	2	DMGD	3	DMGD	4	DMGD	5	DMGD	6	DMGD
Forward Port	0	Forward	0	Forward Starboard	0	Aft Starboard	0	Aft	0	Aft Port	0
	1		1		1		1		1		1
	2		2		2		2		2		2
	3		3		3		3		3		3
	4		4		4		4		4		4
	5		5		5		5		5		5

Superstructure Damage

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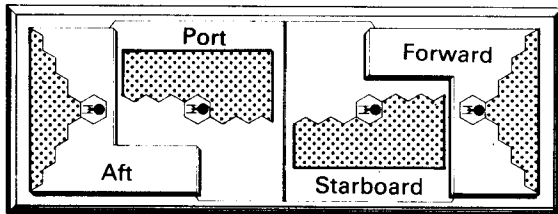
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Helm

Movement Pts Available Track

Movement Points Ratio ____ / ____

Firing Arcs



Arcs Overlap

0	1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16	17
18	19	20	21	22	23	24	25	26

Current Warp Speed

Engine Stress

Superstructure Stress

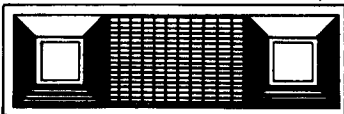
SUB LIGHT	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10

Firing Charts

Range	Beam Weapon Type _____ Power Range _____		Beam Weapon Type _____ Power Range _____		Beam Weapon Type _____ Power Range _____		Beam Weapon Type _____ Power Range _____		Missile Weapon Type _____ Power to Arm _____ Damage _____		Missile Weapon Type _____ Power to Arm _____ Damage _____	
	To Hit	Dam. Mod.	To Hit	Dam. Mod.	To Hit	Dam. Mod.	To Hit	Dam. Mod.	To Hit		To Hit	
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												
21												
22												
23												
24												

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: ____

Stress Charts: ____

Current Warp Speed: ____

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

Beam Weapons

Arc F P S A	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
Arc F P S A	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
Arc F P S A	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3

Missile Weapons

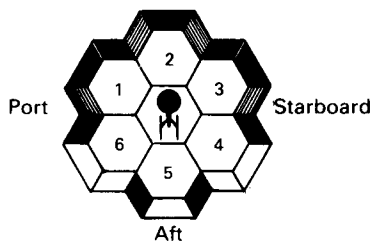
Type ____ Power ____ Firing ____	Type ____ Power ____ Firing ____	Type ____ Power ____ Firing ____	Type ____ Power ____ Firing ____
To Arm ____ Dmg ____ Chart ____	To Arm ____ Dmg ____ Chart ____	To Arm ____ Dmg ____ Chart ____	To Arm ____ Dmg ____ Chart ____
Arc F P S A	Arc F P S A	Arc F P S A	Arc F P S A
DMGD	UN ARMED	ARMED	DMGD
UN ARMED	ARMED	ARMED	UN ARMED
ARMED	ARMED	ARMED	ARMED

Shields

Type ____ Shield Point Ratio ____ / ____

Maximum Shield Power ____

Forward



Sensors

DMGD 2 DMGD 1 OPER LOCK

1	DMGD	2	DMGD	3	DMGD	4	DMGD	5	DMGD	6	DMGD
Forward Port	0	Forward	0	Forward Starboard	0	Aft Starboard	0	Aft	0	Aft Port	0
	1		1		1		1		1		1
	2		2		2		2		2		2
	3		3		3		3		3		3
	4		4		4		4		4		4
	5		5		5		5		5		5

Superstructure Damage

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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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ENGINEERING PANEL

Impulse Engine Power

Type _____

0

1

2

3

4

5

6

7

Warp Engine 1
Power

Type _____

0

1

2

3

4

5

6

7

8

9

10

Warp Engine 2
Power

Type _____

0

1

2

3

4

5

6

7

8

9

10

Total Power Units Available Track:

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

Power to Movement Track:

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

Power to Weapons Track:

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

Power to Shields Track:

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

42

43

44

45

46

47

48

49

50

51

52

53

54

55

56

57

8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

						0	1	2	3	4	5	6	7	8	9
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73

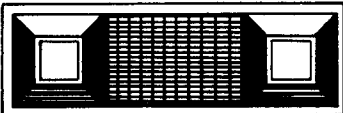
Movement Point Ratio $\frac{\quad}{\quad}$						0 0	1	2	3	4	5	6	7	8	9
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73

						0	1	2	3	4	5	6	7	8	9
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73

Shield Point Ratio $\frac{\quad}{\quad}$						0 0	1	2	3	4	5	6	7	8	9
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: ____

Stress Charts: ____

Current Warp Speed: ____

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

Beam Weapons

Arc F P S A	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
Arc F P S A	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
Arc F P S A	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3
	Type ____ Power Range ____ Firing Chart ____	DMGD	UN ARMED	1	2	3

Missile Weapons

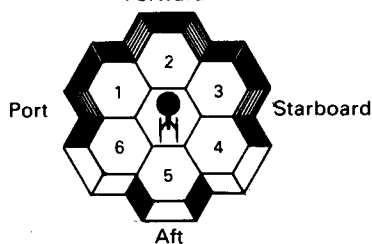
Type ____ Power ____ Firing ____ To Arm ____ Dmg ____ Chart ____	Type ____ Power ____ Firing ____ To Arm ____ Dmg ____ Chart ____	Type ____ Power ____ Firing ____ To Arm ____ Dmg ____ Chart ____	Type ____ Power ____ Firing ____ To Arm ____ Dmg ____ Chart ____
Arc F P S A	Arc F P S A	Arc F P S A	Arc F P S A
DMGD	DMGD	DMGD	DMGD
UN ARMED	UN ARMED	UN ARMED	UN ARMED
ARMED	ARMED	ARMED	ARMED

Shields

Type ____ Shield Point Ratio ____

Maximum Shield Power ____

Forward



Sensors

DMGD 2	DMGD 1	OPER	LOCK
-----------	-----------	------	------

Forward Port	1	DMGD	2	DMGD	3	DMGD	4	DMGD	5	DMGD	6	DMGD
	0		0		0		0		0		0	
	1		1		1		1		1		1	
	2		2		2		2		2		2	
	3		3		3		3		3		3	
	4		4		4		4		4		4	
Forward	5		5		5		5		5		5	
Forward Starboard												
Aft Starboard												
Aft												
Aft Port												

Superstructure Damage

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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Weapons Tracks Systems Panel

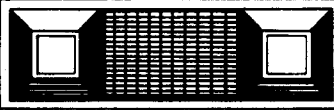
Weapon Type and Bearing

1	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
2	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
3	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
4	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
5	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
6	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
7	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
8	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
9	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
10	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
11	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
12	Type $\begin{matrix} F \\ P \\ A \end{matrix}$	DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10

1	DMGD	UN ARMED	ARM	3	DMGD	UN ARMED	ARM	5	DMGD	UN ARMED	ARM
Type _____	Bearing $\begin{matrix} F \\ P \\ A \end{matrix}$	Type _____	Bearing $\begin{matrix} F \\ P \\ A \end{matrix}$	Type _____	Bearing $\begin{matrix} F \\ P \\ A \end{matrix}$						
2	DMGD	UN ARMED	ARM	4	DMGD	UN ARMED	ARM	6	DMGD	UN ARMED	ARM
Type _____	Bearing $\begin{matrix} F \\ P \\ A \end{matrix}$	Type _____	Bearing $\begin{matrix} F \\ P \\ A \end{matrix}$	Type _____	Bearing $\begin{matrix} F \\ P \\ A \end{matrix}$						

TACTICAL DISPLAY FOR LARGE VESSELS

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

Capt. Skill Rtg. _____

Crew Eff. Rtg. _____

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34	35	36	37	38

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

Beam Weapons

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Arc F P S A	Type	Power	Range	Firing Chart		
	DMGD	UN ARMED	1	2	3	

Missile Weapons

Arc F P S A	Type	Power	To Arm	Dmg	Firing Chart
	DMGD	UN ARMED	ARMED		

Arc F P S A	Type	Power	To Arm	Dmg	Firing Chart
	DMGD	UN ARMED	ARMED		

Arc F P S A	Type	Power	To Arm	Dmg	Firing Chart
	DMGD	UN ARMED	ARMED		

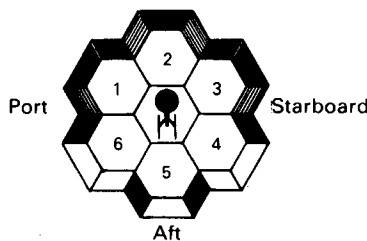
Arc F P S A	Type	Power	To Arm	Dmg	Firing Chart
	DMGD	UN ARMED	ARMED		

Shields

Type _____ Shield Point Ratio _____

Maximum Shield Power _____

Forward



Sensors

DMGD 2	DMGD 1	OPER	LOCK
-----------	-----------	------	------

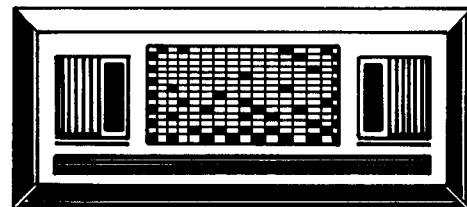
Forward Port	DMGD	Forward	DMGD	Forward Starboard	DMGD	Aft Starboard	DMGD	Aft	DMGD	Aft Port	DMGD
	0		0		0		0		0		0
	1		1		1		1		1		1
	2		2		2		2		2		2
	3		3		3		3		3		3
	4		4		4		4		4		4
	5		5		5		5		5		5
	6		6		6		6		6		6
7											
	7		7		7		7		7		7

Superstructure Damage

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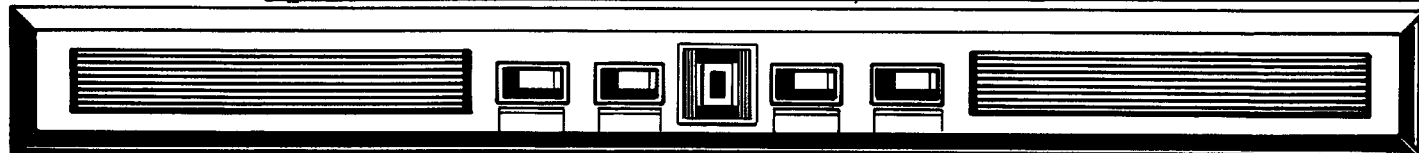
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

DAMAGE CONTROL PANEL



Sensors
Track:

DMG D 2	DMG D 1	OPER	1	2	3	4	5	6	7	8	9	10
------------	------------	------	---	---	---	---	---	---	---	---	---	----



Superstructure Damage Track:

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	228	29	30	31	32	33	34	35	36	37
38	39	40	41	42	43	44	45	46	47	48	49	50			



Crew: _____

Percent of Casualties Tracks:

Tens
Die Roll Modifications

0 None	10 +1	20 +2	30 +3	40 +4	50 +5	60 +6	70 +7	80 +8	90 +9
-----------	----------	----------	----------	----------	----------	----------	----------	----------	----------

Ones

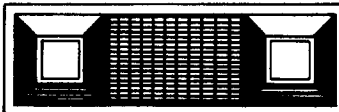
0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Tenths

0	.1	.2	.3	.4	.5	.6	.7	.8	.9
---	----	----	----	----	----	----	----	----	----

TACTICAL DISPLAY FOR ROMULAN VESSELS

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

Capt. Skill Rtg. _____

Crew Eff. Rtg. _____

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

Beam Weapons

Arc F P S A	Type _____ Power Range _____ Firing Chart _____	Arc F P S A	Type _____ Power Range _____ Firing Chart _____	Arc F P S A	Type _____ Power Range _____ Firing Chart _____		
	DMGD UN ARMED 1 2 3					DMGD UN ARMED 1 2 3	DMGD UN ARMED 1 2 3
	Type _____ Power Range _____ Firing Chart _____					Type _____ Power Range _____ Firing Chart _____	Type _____ Power Range _____ Firing Chart _____
Arc F P S A	DMGD UN ARMED 1 2 3	Arc F P S A	DMGD UN ARMED 1 2 3	Arc F P S A	DMGD UN ARMED 1 2 3		
	Type _____ Power Range _____ Firing Chart _____		Type _____ Power Range _____ Firing Chart _____		Type _____ Power Range _____ Firing Chart _____		
	DMGD UN ARMED 1 2 3		DMGD UN ARMED 1 2 3		DMGD UN ARMED 1 2 3		
Arc F P S A	Type _____ Power Range _____ Firing Chart _____	Arc F P S A	Type _____ Power Range _____ Firing Chart _____	Arc F P S A	Type _____ Power Range _____ Firing Chart _____		
	DMGD UN ARMED 1 2 3		DMGD UN ARMED 1 2 3		DMGD UN ARMED 1 2 3		
	Type _____ Power Range _____ Firing Chart _____		Type _____ Power Range _____ Firing Chart _____		Type _____ Power Range _____ Firing Chart _____		

Missile Weapons

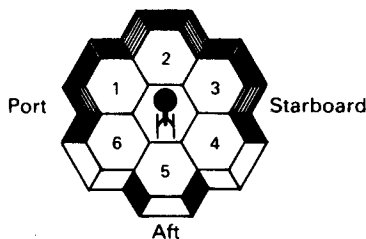
Type _____ Power _____ To Arm _____ Dmg _____ Firing Chart _____	Type _____ Power _____ To Arm _____ Dmg _____ Firing Chart _____	Type _____ Power _____ To Arm _____ Dmg _____ Firing Chart _____	Type _____ Power _____ To Arm _____ Dmg _____ Firing Chart _____
Arc F P S A	Arc F P S A	Arc F P S A	Arc F P S A
DMGD UN ARMED ARMED	DMGD UN ARMED ARMED	DMGD UN ARMED ARMED	DMGD UN ARMED ARMED

Shields

Type _____ Shield Point Ratio _____

Maximum Shield Power _____

Forward



Sensors

DMGD 2 DMGD 1 OPER LOCK



Forward Port	1	DMGD	2	Forward	DMGD	3	Forward Starboard	DMGD	4	Aft Starboard	DMGD	5	Aft	DMGD	6	Aft Port	DMGD
		0			0			0			0			0			
		1			1			1			1			1			
		2			2			2			2			2			
		3			3			3			3			3			
		4			4			4			4			4			
	5	5	5	5	5												

Superstructure Damage

0 1 2 3 4 5 6 7

Cloaking Device

Points To Power _____

DMGD Un Powered Powered

DETAILED DAMAGE CHART A ENGINES FORWARD

DIE ROLL	FORWARD PORT SHIELD Shield 1
1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)
3	Port Warp Engine
4	Port Warp Engine
5	Port Warp Engine
6	Port Warp Engine
7	Superstructure (1)
8	Superstructure (2)
9	Sensors Damaged
10	Bridge Hit

DIE ROLL	FORWARD SHIELD Shield 2
1	Shield Generator Damaged (.5)
2	Beam Weapon Damaged
3	Missile Weapon Damaged (.5)
4	Port Warp Engine
5	Starboard Warp Engine
6	Superstructure (1)
7	Superstructure (2)
8	Sensors Damaged
9	Bridge Hit
10	Bridge Hit

DIE ROLL	FORWARD STARBOARD SHIELD Shield 3
1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)
3	Starboard Warp Engine
4	Starboard Warp Engine
5	Starboard Warp Engine
6	Starboard Warp Engine
7	Superstructure (1)
8	Superstructure (2)
9	Sensors Damaged
10	Bridge Hit

DIE ROLL	AFT PORT SHIELD Shield 6
1	Shield Generator Damaged
2	Beam Weapon Damaged
3	Port Warp Engine
4	Impulse Engine (.2)
5	Superstructure (.2)
6	Superstructure (1)
7	Superstructure (1)
8	Superstructure (2)
9	Superstructure (2)
10	Superstructure (3)

DIE ROLL	AFT SHIELD Shield 5
1	Shield Generator Damaged
2	Missile Weapon Damaged (.5)
3	Port Warp Engine
4	Starboard Warp Engine
5	Impulse Engine
6	Superstructure (1)
7	Superstructure (2)
8	Superstructure (3)
9	Tractor Beam Damaged
10	Engineering Out

DIE ROLL	AFT STARBOARD SHIELD Shield 4
1	Shield Generator Damaged
2	Beam Weapon Damaged
3	Starboard Warp Engine
4	Impulse Engine (.2)
5	Superstructure (.2)
6	Superstructure (1)
7	Superstructure (1)
8	Superstructure (2)
9	Superstructure (2)
10	Superstructure (3)

DETAILED DAMAGE CHART B ENGINES AMIDSHIPS

DIE ROLL	FORWARD PORT SHIELD Shield 1
1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)
3	Port Warp Engine
4	Port Warp Engine
5	Port Warp Engine
6	Superstructure (.2)
7	Superstructure (1)
8	Superstructure (2)
9	Sensors Damaged
10	Bridge Hit

DIE ROLL	FORWARD SHIELD Shield 2
1	Shield Generator Damaged
2	Beam Weapon Damaged
3	Missile Weapon Damaged (.5)
4	Superstructure (1)
5	Superstructure (1)
6	Superstructure (2)
7	Superstructure (2)
8	Sensors Damaged
9	Bridge Hit
10	Bridge Hit

DIE ROLL	FORWARD STARBOARD SHIELD Shield 3
1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)
3	Starboard Warp Engine
4	Starboard Warp Engine
5	Starboard Warp Engine
6	Superstructure (.2)
7	Superstructure (1)
8	Superstructure (2)
9	Sensors Damaged
10	Bridge Hit

DIE ROLL	AFT PORT SHIELD Shield 6
1	Shield Generator Damaged
2	Beam Weapon Damaged
3	Port Warp Engine
4	Port Warp Engine
5	Port Warp Engine
6	Impulse Engine (.2)
7	Superstructure (1)
8	Superstructure (2)
9	Superstructure (2)
10	Superstructure (3)

DIE ROLL	AFT SHIELD Shield 5
1	Shield Generator Damaged
2	Missile Weapon Damaged (.5)
3	Starboard Warp Engine
4	Port Warp Engine
5	Impulse Engine
6	Superstructure (1)
7	Superstructure (1)
8	Superstructure (3)
9	Tractor Beam Damaged
10	Engineering Out

DIE ROLL	AFT STARBOARD SHIELD Shield 4
1	Shield Generator Damaged
2	Beam Weapon Damaged
3	Starboard Warp Engine
4	Starboard Warp Engine
5	Starboard Warp Engine
6	Impulse Engine (.2)
7	Superstructure (1)
8	Superstructure (2)
9	Superstructure (2)
10	Superstructure (3)

DETAILED DAMAGE CHART C ENGINES AFT

DIE ROLL	FORWARD PORT SHIELD Shield 1
1	Shield Generator Damaged
2	Beam Weapon Damaged
3	Port Warp Engine
4	Superstructure (.2)
5	Superstructure (1)
6	Superstructure (2)
7	Superstructure (2)
8	Superstructure (3)
9	Sensors Damaged
10	Bridge Hit

DIE ROLL	FORWARD SHIELD Shield 2
1	Shield Generator Damaged (.5)
2	Beam Weapon Damaged
3	Missile Weapon Damaged (.5)
4	Superstructure (1)
5	Superstructure (2)
6	Superstructure (2)
7	Superstructure (3)
8	Sensors Damaged
9	Bridge Hit
10	Bridge Hit

DIE ROLL	FORWARD STARBOARD SHIELD Shield 3
1	Shield Generator Damaged
2	Beam Weapon Damaged
3	Starboard Warp Engine
4	Superstructure (.2)
5	Superstructure (1)
6	Superstructure (2)
7	Superstructure (2)
8	Superstructure (3)
9	Sensors Damaged
10	Bridge Hit

DIE ROLL	AFT PORT SHIELD Shield 6
1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)
3	Port Warp Engine
4	Port Warp Engine
5	Port Warp Engine
6	Impulse Engine (.2)
7	Port Warp Engine
8	Superstructure (1)
9	Superstructure (1)
10	Superstructure (2)

DIE ROLL	AFT SHIELD Shield 5
1	Shield Generator Damaged
2	Missile Weapon Damaged (.5)
3	Starboard Warp Engine
4	Starboard Warp Engine
5	Port Warp Engine
6	Port Warp Engine
7	Impulse Engine
8	Superstructure (1)
9	Tractor Beam Damaged
10	Engineering Out

DIE ROLL	AFT STARBOARD SHIELD Shield 4
1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)
3	Starboard Warp Engine
4	Starboard Warp Engine
5	Starboard Warp Engine
6	Impulse Engine
7	Starboard Warp Engine
8	Superstructure (1)
9	Superstructure (1)
10	Superstructure (2)

Shield Generator Damaged - Out for remainder of combat. 1 point of superstructure damage.

Weapon Damaged - Out for remainder of combat. 1 point of superstructure damage.

Warp Engine - Damage removed from Engine Power Track and Power Units Available Track.

Impulse Engine - Damage removed from Engine Power Track and Power Units Available Track.

Superstructure - Damage removed from Superstructure Damage Track.

Sensors Damaged - Roll 1 die; 1-5 out for 1 game turn, 6-10 out for 2 game turns. 1 point of superstructure damage.

Tractor Beam Damaged - Out for remainder of combat. 1 point of superstructure damage.

Bridge Hit - Roll 2 dice for every 5 damage points or portion thereof. Consult table for effects. Skill and DEX rolls required.

Engineering Out - No power to any other system. Skill Roll required to regain power.

Casualties - Multiply number in parentheses by damage points in that shot to give % casualties.

Table No.	A(21)	B(9)	C(1)	D(18)	E(11)	F(2)	G(10)	H(3)	I(22)	J(14)	K(8)	L(4)	M(15)	N(25)	O(13)	P(23)	Q(16)	R(17)	S(19)	T(5)	U(6)	V(24)	W(12)	X(7)	Y(20)
1	1-8	1-5	1-10	1-10	1-8	1-10	1-7	1-10	1-8	1-10	1-8	1-10	1-10	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10
2	1-6	1-5	1-8	1-9	1-7	1-9	1-9	1-8	1-10	1-8	1-10	1-9	1-10	1-10	1-10	1-8	1-10	1-10	1-10	1-10	1-10	1-9	1-10	1-10	1-10
3	1-4	1-4	1-6	1-7	1-6	1-7	1-8	1-7	1-9	1-7	1-9	1-8	1-9	1-9	1-9	1-8	1-10	1-9	1-10	1-10	1-10	1-8	1-10	1-10	1-10
4	1-2	1-4	1-4	1-5	1-5	1-6	1-7	1-7	1-9	1-7	1-9	1-7	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-9	1-9
5		1-3	1-2	1-3	1-3	1-3	1-5	1-6	1-8	1-6	1-8	1-7	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9
6		1-2			1-2	1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-7	1-7	1-8	1-8
7		1-2			1-2	1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-7	1-7	1-8	1-8
8		1-2			1-2	1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-8	1-7	1-7	1-8	1-8
9		1					1-2	1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7
10		1					1	1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
11								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
12								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
13								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
14								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
15								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
16								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
17								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
18								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
19								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
20								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
21								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
22								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
23								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7
24								1-2	1-4	1-5	1-6	1-6	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-7	1-6	1-6	1-7	1-7	1-7

MOVEMENT WITH THREE MOVEMENT/FIRING PHASES

Movement Points Available	Phase 1	Phase 2	Phase 3
1	None	1	None
2	1	None	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	7	7	6
20	7	6	7
21	7	7	7
22	8	8	7
23	8	7	8
24	10	10	10

BASIC GAME DAMAGE LOCATION TABLE

Die Roll	Result
1	Superstructure
2	Superstructure
3	Superstructure
4	Deflector Shield
5	Weapon, Missile
6	Weapon, Beam
7	Engine
8	Engine
9	Engine
10	Engine

TOTAL DAMAGE FROM ROMULAN PLASMA WEAPON

Range	RL-1	RL-2	RL-3
1	24/12	5/4	32/16
2	20/10	7/3	32/16
3	20/10	7/3	32/16
4	16/8	5/3	24/12
5	16/8	5/3	24/12
6	12/6	4/2	24/12
7	8/4	3/1	20/10
8	4/2	1/1	20/10
9	—	—	16/8
10	—	—	16/8
11	—	—	12/6
12	—	—	12/6
13	—	—	16/8
14	—	—	16/8
15	—	—	12/6

BRIDGE HIT EFFECTS

Die Roll	Officer Affected
1-3	No Effect
4-6	Science Officer
7-9	Helmsman
10	Both Science Officer And Helmsman
SYSTEM SHAKEN	System Affected
1	Communications/Damage Control
2	Sensors
3	Shields
4	Helm
5	Weapons
6	Weapons
7	Reroll two times, divide roll by 2
8	Reroll three times, divide roll by 2
9	Reroll four times, divide roll by 2
10	No effect

TURN STRESS CHART

Chart Speed SUB	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
W1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
W10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

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