

## Deflectors

	1	2	3	4	5	6
Forward	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	

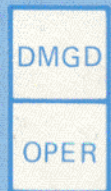
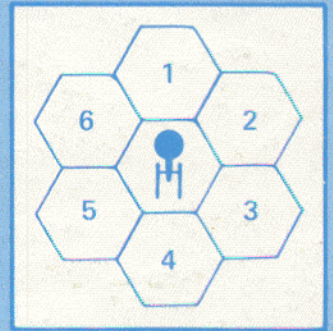
	1	2	3	4	5	6
STBD Aft	DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
	0	0	0	0	0	0
	1	1	1	1	1	1
	2	2	2	2	2	2
	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8
	9	9	9	9	9	9
	10	10	10	10	10	10
	11	11	11	11	11	11
	12	12	12	12	12	12
	13	13	13	13	13	13
	14	14	14	14	14	14
	15	15	15	15	15	15
16	16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

	1	2	3	4	5	6
Port Aft	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	

	1	2	3	4	5	6
Port Forward	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	



Tractor Beam

DMGD 2	DMGD 1	OPER	LOCK
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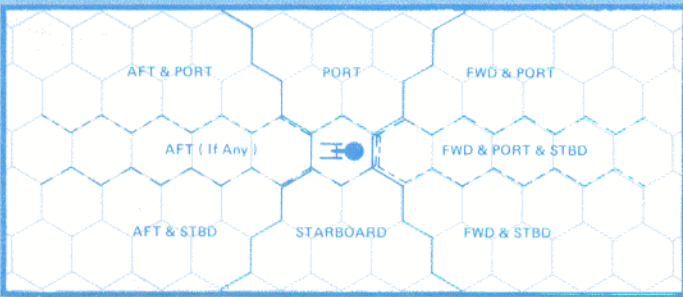
## Sensors

## Superstructure Damage

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

Forward		STBD - Forward		Port-Forward	
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Fwd. shield generator dmgd.	2	Stbd.-fwd. shield gen. dmgd.	2	Port-fwd. shield gen. dmgd.
3	One fwd. phaser dmgd. (2)	3	Stbd. warp engine hit	3	Port warp engine hit
4	Superstructure hit (4)	4	Superstructure hit (1)	4	Superstructure hit (1)
5	Superstructure hit (8)	5	Superstructure hit (4)	5	Superstructure hit (4)
6	1 photon torpedo tube dmgd.	6	Superstructure hit (10)	6	Superstructure hit (10)
7	Superstructure hit (10)	7	Superstructure hit (10)	7	Superstructure hit (10)
8	Superstructure hit (14)	8	Superstructure hit (20)	8	Superstructure hit (20)
9	Bridge personnel out	9	1 stbd. phaser dmgd.	9	1 port phaser dmgd.
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

AFT		STBD - Aft		Port-Aft	
1	Tractor beam dmgd.	1	Stbd. warp engine hit	1	Port warp engine hit
2	Superstructure hit (2)	2	Stbd. warp engine hit	2	Port warp engine hit
3	Superstructure hit (4)	3	Stbd. warp engine hit	3	Port warp engine hit
4	Stbd.-warp engine hit	4	Impulse engine hit (1)	4	Impulse engine hit
5	Stbd.-warp engine hit	5	Superstructure hit (4)	5	Superstructure hit (4)
6	Impulse engine hit	6	Superstructure hit (4)	6	Superstructure hit (10)
7	Impulse engine hit	7	Superstructure hit (10)	7	Superstructure hit (10)
8	Port warp engine hit	8	Superstructure hit (20)	8	Superstructure hit (20)
9	Port warp engine hit	9	Stbd.-aft shield gen. dmgd.	9	Port-aft shield gen. dmgd.
10	Aft shield gen. dmgd.	10	Stbd.-warp engine hit	10	Port warp engine hit



**1 Photon Torpedos 2**

DMGD	UN ARM	ARM	DMGD	UN ARM	ARM
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**1 Forward Phasers 2**

DMGD	UN ARM	1	2	3	4	5	DMGD	UN ARM	1	2	3	4	5
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**1 Starboard Phasers 2**

DMGD	UN ARM	1	2	3	4	5	DMGD	UN ARM	1	2	3	4	5
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**1 Port Phasers 2**

DMGD	UN ARM	1	2	3	4	5	DMGD	UN ARM	1	2	3	4	5
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TURN STRESS CHART			PHASER FIRING CHART		
Speed	Engine Stress	Super Stress	Range	To-Hit	DMG+
Sub	—	—	1	1-10	3
W1	—	—	2	1-10	3
W2	—	—	3	1-10	3
W3	—	—	4	1-10	3
W4	—	—	4	1-10	3
W5	—	1	5	1-9	3
W6	1	1	6	1-9	3
W7	1	2	7	1-8	3
W8	2	3	8	1-8	3
			9	1-7	3
			10	1-7	3
			11	1-6	2
			12	1-6	2
			13	1-5	2
			14	1-5	2
			15	1-4	2
			16	1-4	2
			17	1-3	2
			18	1-3	1
			19	1-2	1
			20	1	1

TORPEDO FIRING CHART		
Range	To-Hit	DMGE
1	1-10	10
2	1-10	all
3	1-9	ranges.
4	1-9	
5	1-8	
6	1-7	
7	1-6	
8	1-5	
9	1-4	
10	1-3	
11	1-2	
12	1	

0	6	sub-light
1	7	W1
2	8	W2
3	9	W3
4	10	W4
5	11	W5
		W6
		W7
		W8

**Movement Points Available**

**Current Speed**

# COMMUNICATIONS

Constitution Class Heavy Cruiser

## Casualties

1	2	3	4	5	6	7	8	9	0
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### Hundreds

1	2	3	4	5	6	7	8	9	0
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### Tens

1	2	3	4	5	6	7	8	9	0
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### Ones

+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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## Die Roll Modifications

### SHIP COMBAT SAVING ROLL TABLE

Below is a list of all skill rolls normally used in ship combat. Four things are given: 1) Officer the roll is made by, 2) Name of the skill used, 3) When the roll can be made, and 4) the result of a successful roll.

#### CAPTAIN

1) STARSHIP COMBAT STRATEGY/TACTICS, beginning of turn, no roll is made but skill is compared to opponent's skill.

#### ENGINEER

Only one roll may be made per turn.

1) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success gains 1 extra point of power to be applied to total power available track (2 points if roll is 01-05).

2) STARSHIP ENGINEERING (GENERAL), made at the beginning of the turn, success reduces stress on one engine by one step (2 points on one engine or 1 point on each of two engines if the roll is 01-05).

3) WARP DRIVE TECHNOLOGY, made at the beginning of the turn, success allows helm to change overall warp speed by 2 steps instead of 1.

#### NAVIGATOR

1) DEFLECTOR SHIELD TECHNOLOGY, made at the beginning of the turn, success gains 2 more points of shielding to be used anywhere.

#### HELMSMAN

1) STARSHIP HELM OPERATION, made any time needed, success allows stress chart rolls to be made one row higher than normal.

2) SHIP'S WEAPONRY TECHNOLOGY, made when firing - may roll twice per turn, success gains a -1 on 'to hit' rolls of weaponry.

#### SCIENCE OFFICER

1) SHIP'S SENSOR SKILL, made at the beginning of the turn, success gains sensor lock.

#### COMMUNICATIONS OFFICER

1) STARSHIP COMMUNICATIONS PROCEDURES, may be made anytime, allows difficult tasks to be performed.

5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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Warp Engine 1-Starboard

5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
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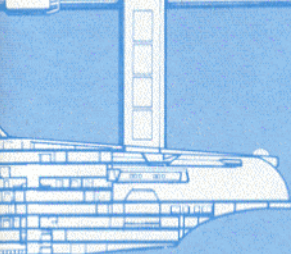
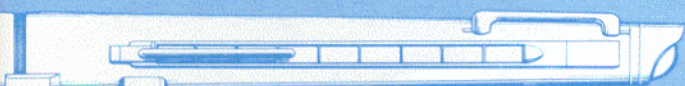
Warp Engine 2-Port

16	17	18	19	20	21	22	46
39	40	41	42	43	44	45	

16 4	17	18	19	20 5	21	22
39	40 10	41	42	43	44 11	

16 32	17 34	18 36	19 38	20 40	21 42	22 44	46 92
39 78	40 80	41 82	42 84	43 86	44 88	45 90	

16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
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0	1	2	3	4
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0	1	2	3	4
---	---	---	---	---

0	1	2	3	4
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## Total Power Available

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

## Power to Movement

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

## Power to Shields

0	1 2	2 4	3 6	4 8	5 10	6 12	7 14	8 16	9 18	10 20	11 22	12 24	13 26	14 28	15 30
23	24 46	25 48	26 50	27 52	28 54	29 56	30 58	31 60	32 62	33 64	34 66	35 68	36 70	37 72	38 74

## Power to Weapons

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