



# 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
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**1**

D	0	1	2	3	4	5	6
0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**7**

D	0	1	2	3	4	5	6
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1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**13**

D	0	1	2	3	4	5	6
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1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**19**

D	0	1	2	3	4	5	6
0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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14	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Damage Chart \_\_\_\_\_ Stress Chart: Engine \_\_\_\_\_ Superstructure \_\_\_\_\_

Superstructure																			
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										

Die Roll Modifier Table

Crew	90°	80°	70°	60°	50°	40°	30°	20°	10°
	+9	+8	+7	+6	+5	+4	+3	+2	+1

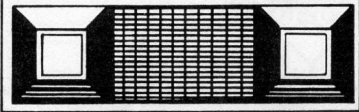
% of Casualties																			
Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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
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## 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

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

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

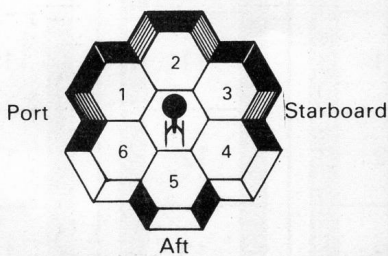
## Missile Weapons

Type _____	Power _____	Firing _____	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	DMGD	UN ARMED	ARMED	Arc F P S A	DMGD	UN ARMED	ARMED	Arc F P S A	DMGD	UN ARMED	ARMED

## Shields

Type \_\_\_\_\_ Shield Point Ratio \_\_\_\_\_ / \_\_\_\_\_  
Maximum Shield Power \_\_\_\_\_

Forward



Forward Port	DMGD	Forward	DMGD	Forward Starboard	DMGD	Aft Starboard	DMGD	Aft	DMGD	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							

## Sensors

DMGD 2 | DMGD 1 | OPER | LOCK

## Superstructure Damage

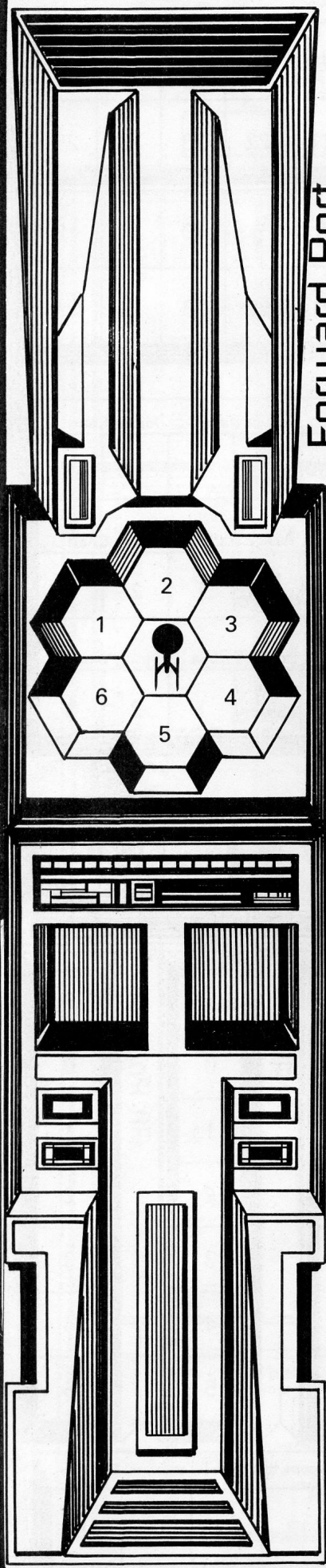
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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# Deflector Shields

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

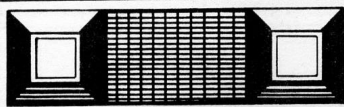
Aft Port

# 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

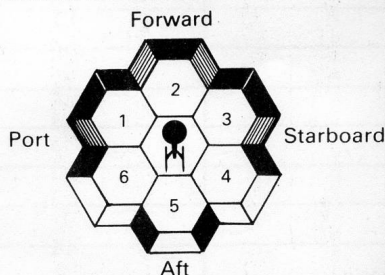
Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3	Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3	Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3		
	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED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

## Sensors

DMGD 2    DMGD 1    OPER    LOCK

## Superstructure Damage

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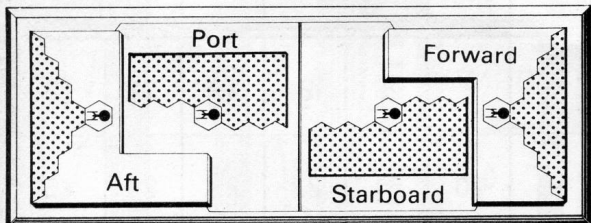
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

# 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

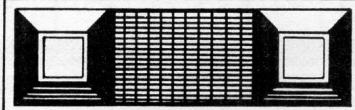
W10

## 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												
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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

Type \_\_\_\_ Power Range \_\_\_\_ Firing Chart \_\_\_\_

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

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

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

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

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

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

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

Arc F P S A	DMGD	UN ARMED	1	2	3
-------------------------	------	-------------	---	---	---

Type \_\_\_\_ Power Range \_\_\_\_ Firing Chart \_\_\_\_

Arc F P S A	DMGD	UN ARMED	1	2	3
-------------------------	------	-------------	---	---	---

## Missile Weapons

Power \_\_\_\_ Firing \_\_\_\_  
 Type \_\_\_\_ To Arm \_\_\_\_ Dmg \_\_\_\_ Chart \_\_\_\_

Arc F P S A	DMGD	UN ARMED	ARMED
-------------------------	------	-------------	-------

Power \_\_\_\_ Firing \_\_\_\_  
 Type \_\_\_\_ To Arm \_\_\_\_ Dmg \_\_\_\_ Chart \_\_\_\_

Arc F P S A	DMGD	UN ARMED	ARMED
-------------------------	------	-------------	-------

Power \_\_\_\_ Firing \_\_\_\_  
 Type \_\_\_\_ To Arm \_\_\_\_ Dmg \_\_\_\_ Chart \_\_\_\_

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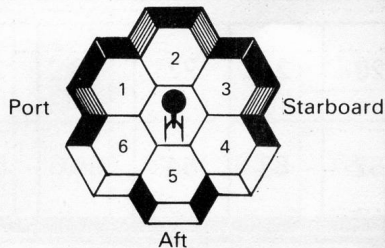
Power \_\_\_\_ Firing \_\_\_\_  
 Type \_\_\_\_ To Arm \_\_\_\_ Dmg \_\_\_\_ Chart \_\_\_\_

Arc F P S A	DMGD	UN ARMED	ARMED
-------------------------	------	-------------	-------

## Shields

Type \_\_\_\_ Shield Point Ratio \_\_\_\_ / \_\_\_\_  
 Maximum Shield Power \_\_\_\_

Forward



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

Impulse Engine

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

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

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58

Power to Weapons

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58

Power to Shields

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58

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

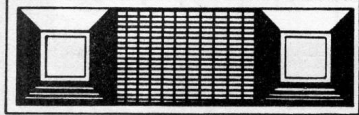
Movement Point Ratio $\frac{\quad}{\quad}$							0	1	2	3	4	5	6	7	8	9
							0	1	2	3	4	5	6	7	8	9
	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73

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

Shield Point Ratio $\frac{\quad}{\quad}$							0	1	2	3	4	5	6	7	8	9
							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

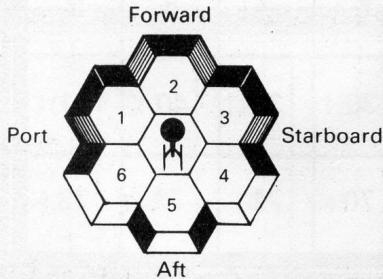
Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
Arc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

## Shields

Type \_\_\_\_\_ Shield Point Ratio \_\_\_\_\_ / \_\_\_\_\_  
 Maximum Shield Power \_\_\_\_\_



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

## Sensors

DMGD 2    DMGD 1    OPER    LOCK

## Superstructure Damage

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

# Weapons Systems Panel


Weapon Type  
and Bearing

1	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
2	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
3	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
4	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
5	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
6	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
7	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
8	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
9	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
10	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
11	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												
12	Type	F	DMGD	UN	1	2	3	4	5	6	7	8	9	10
	P	S												

1	DMGD	UN	ARM	3	DMGD	UN	ARM	5	DMGD	UN	ARM
	Type	Bearing	P <sup>F</sup> S <sub>A</sub>		Type	Bearing	P <sup>F</sup> S <sub>A</sub>		Type	Bearing	P <sup>F</sup> S <sub>A</sub>
2	DMGD	UN	ARM	4	DMGD	UN	ARM	6	DMGD	UN	ARM
	Type	Bearing	P <sup>F</sup> S <sub>A</sub>		Type	Bearing	P <sup>F</sup> S <sub>A</sub>		Type	Bearing	P <sup>F</sup> S <sub>A</sub>

# 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 _____	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		
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 _____		
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		
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 _____		
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		

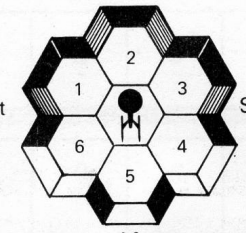
## Missile Weapons

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



Port Starboard Aft

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

**Sensors**

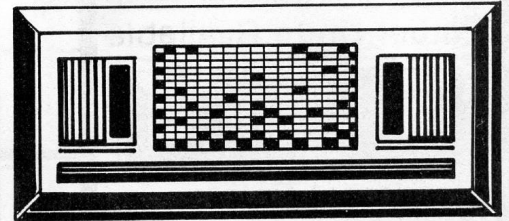
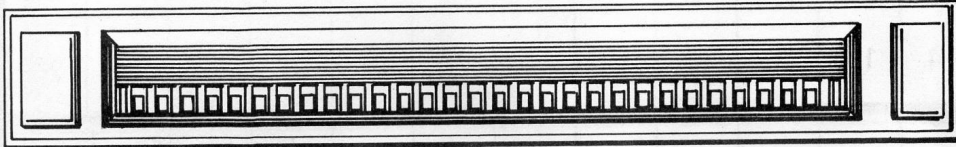
DMGD 2	DMGD 1	OPER	LOCK
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**Superstructure Damage**

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

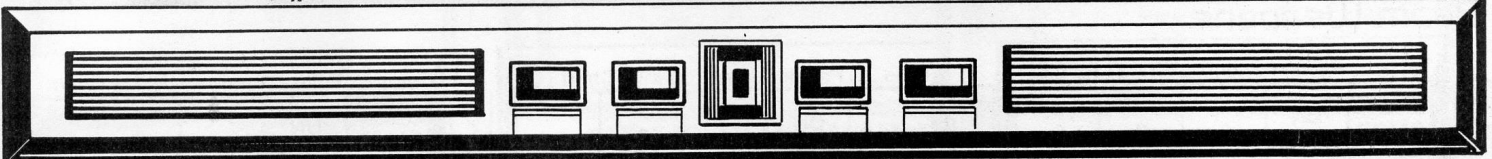
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# DAMAGE CONTROL PANEL



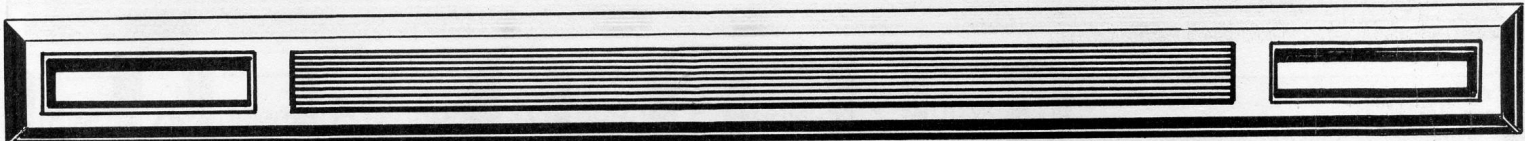
Sensors

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



## Superstructure Damage

-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

**Tens**  
*Die Roll Modifications*

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

**Ones**

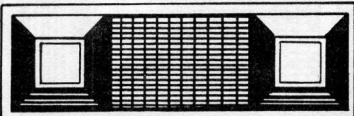
0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

**Tenths**

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

# 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

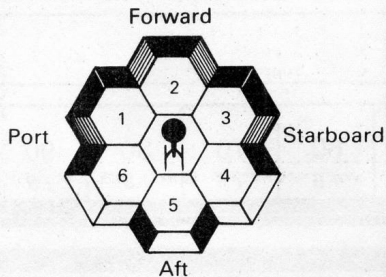
Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3	Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3	Arc F P S A	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED	1	2	3
	Type _____ Power Range _____ Firing Chart _____	DMGD	UN ARMED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

## Shields

Type \_\_\_\_\_ Shield Point Ratio \_\_\_\_\_ / \_\_\_\_\_  
 Maximum Shield Power \_\_\_\_\_



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

## Sensors

DMGD 2    DMGD 1    OPER    LOCK

## Superstructure Damage

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

### 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 (5)

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 (5)

### 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 (5)

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 (5)

### 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 (5)
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 (5)
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.

