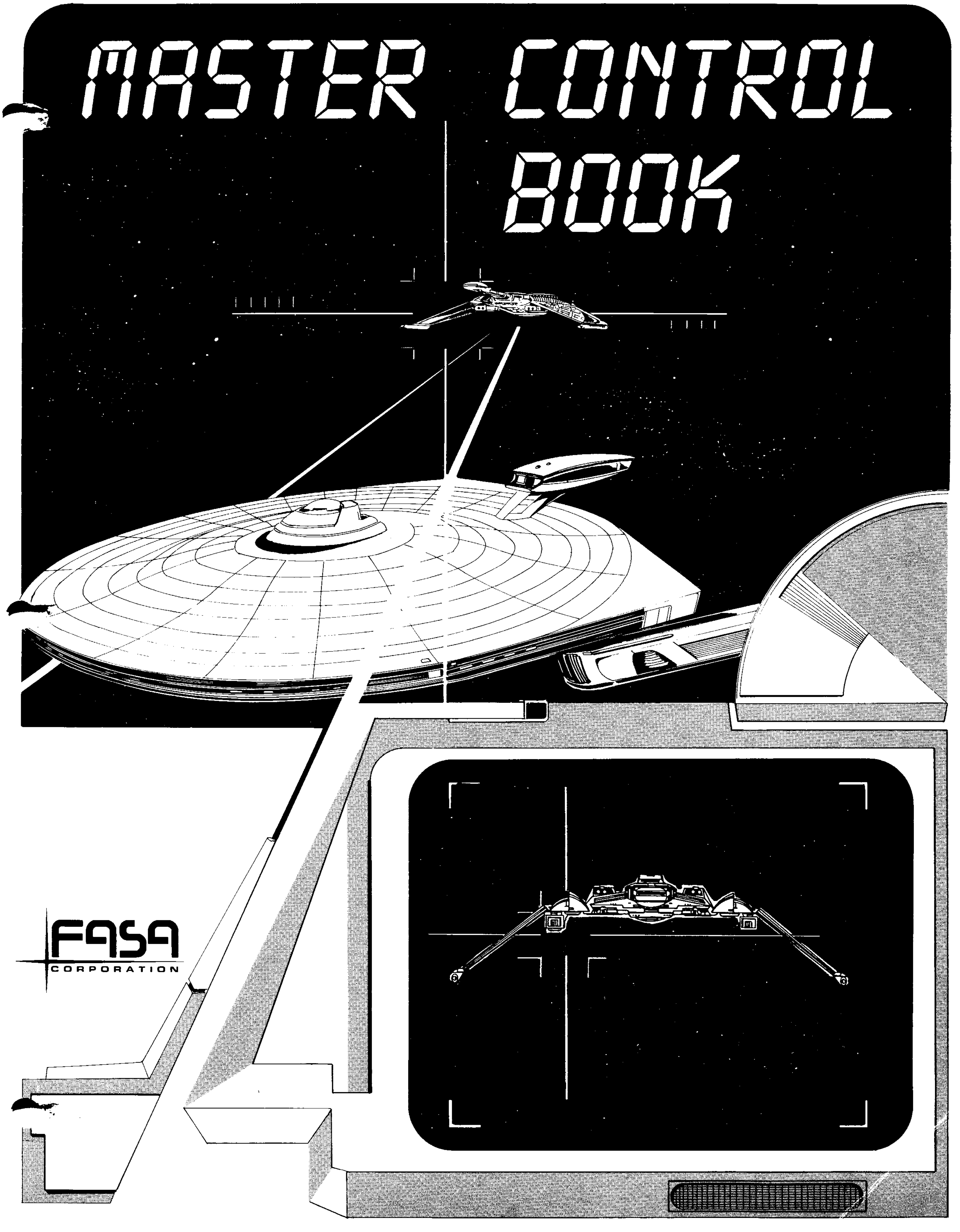
MASTER CONTROL BOOK



FASA CORPORATION

MASTER CONTROL PANEL

Race *FEDERATION*
Vessel Class *EXCELSIOR MK I*
Vessel Name ______
D *184.3*
WDF *160.4*
Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *FIG-2*

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

WARP ENGINE PORT POWER TRACK

Type *FTWA*

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

WARP ENGINE STARBOARD POWER TRACK

Type *FTWA*

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	108											
Power To Movement Movement Point Ratio *6/1*												
Power To Shields Shield Point Ratio *1/4*												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: *D* SUPERSTRUCTURE: *F* WARP SPEED ______

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type *FH-5*
Firing Chart *R*
Maximum Power *4*
Damage Modifiers +3(–) +2(*1-8*) +1(*9-16*)

Missile Type *FP-4*
Firing Chart *S*
Power To Arm *1*
Damage *20*

Beam Type *FH-11*
Firing Chart *Y*
Maximum Power *10*
Damage Modifiers +3(*1-10*) +2(*11-17*) +1(*18-24*)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S A												
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S A												
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S A												
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S A												
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] A												
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] A												
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] A												
Type *FH-5* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S A												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S A												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] A												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] A												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
Type *FH-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type *FP-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type *FP-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type *FP-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
Type *FP-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSS SHIELD POINT RATIO 1 / 4 MAXIMUM SHIELD POWER 20

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

DAMAGE CHART A B [✓ C]

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

TURN #12

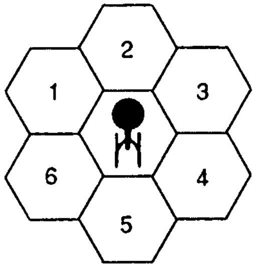
	FORWARD				AFT	
	SHIELD #1	#2	#3	#4	#5	#6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE POINT RECORD

TURN #1		TURN #5		TURN # 9	
#2		#6		#10	
#3		#7		#11	
#4		#8		#12	

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 810

0–19% 0	20–39% -1 -10%	40–59% -2 -20%	60–69% -5 -50%	70% + NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class ANDOR MKII
Vessel Name ______
D 112.5
WDF 51.4

Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type EIE-2

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

WARP ENGINE PORT POWER TRACK

Type FWE-2

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

WARP ENGINE STARBOARD POWER TRACK

Type FWE-2

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	42											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: 6 SUPERSTRUCTURE: K WARP SPEED ______

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type FH-13
Firing Chart T
Maximum Power 8
Damage Modifiers +3(1-5) +2(6-12) +1(13-18)

Missile Type FP-7
Firing Chart R
Power To Arm 1
Damage 8

Beam Type ______
Firing Chart ______
Maximum Power ______
Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ F] P S A												
Type FH-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ F] P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F [✓ P] S A												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ F] P S A												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ F] P S A												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ F] P S A												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ F] P S A												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P [✓ S] A												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S [✓ A]												
Type FP-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc F P S A												

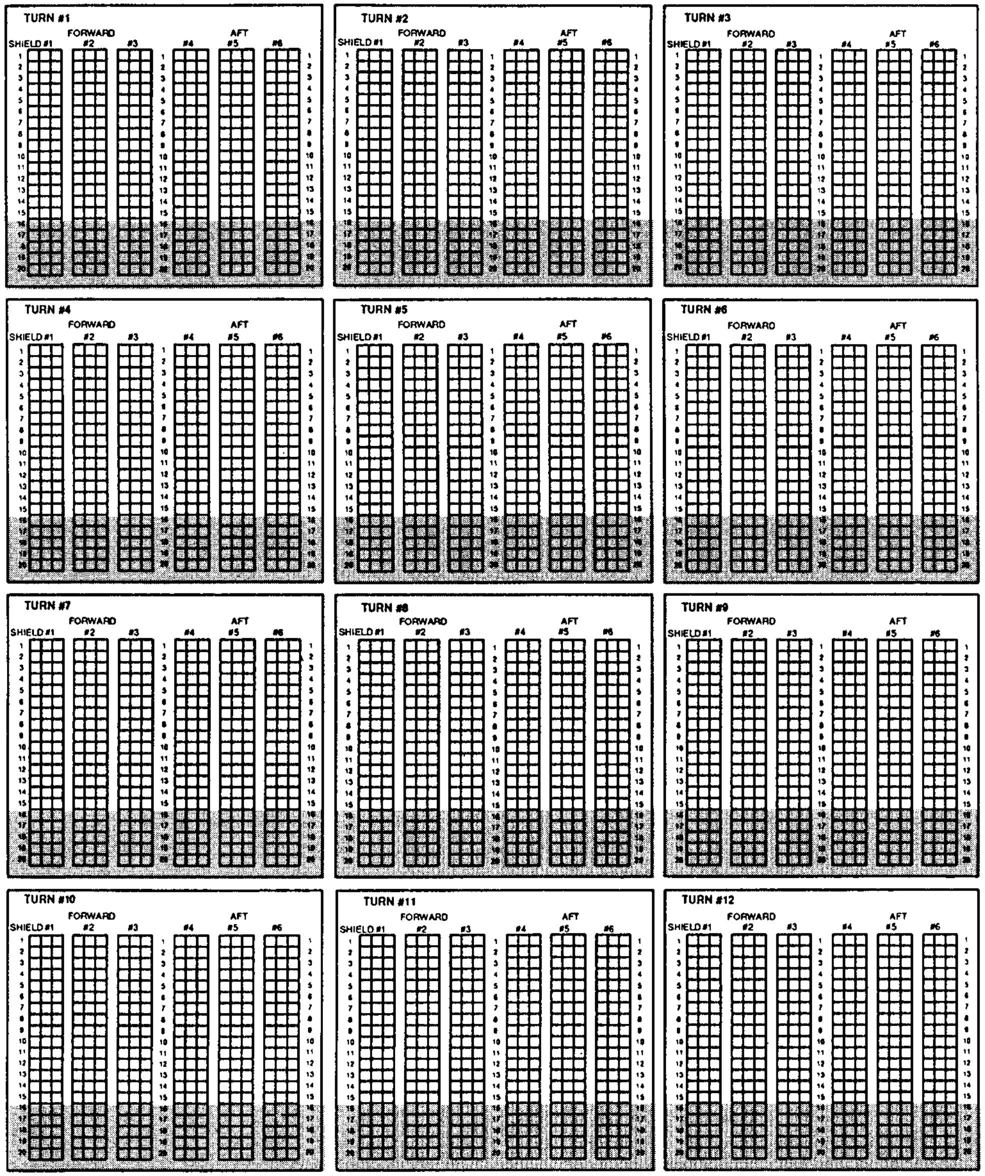
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSL SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

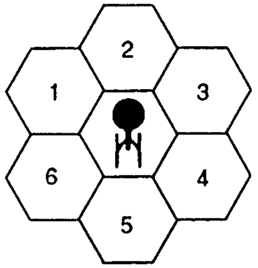


DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____________ TURN #5 ____________ TURN # 9 ____________
#2 ____________ #6 ____________ #10 ____________
#3 ____________ #7 ____________ #11 ____________
#4 ____________ #8 ____________ #12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 240

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	−1 −10%	−2 −20%	−5 −50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class CONSTITUTION MK II
Vessel Name ____ Captain's Name ____
D 83.6 Captain's Skill Rating ____
WDF 43.6 Crew Efficiency Rating ____

WEAPONS DISPLAY

Beam Type FH-3
Firing Chart W
Maximum Power 5
Damage Modifiers +3(1-10) +2(11-17) +1(18-20)

Missile Type FP-1
Firing Chart L
Power To Arm 1
Damage 10

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type FH-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type FH-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FH-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FH-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type FH-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type FP-1 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FP-1 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type FID-2

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

WARP ENGINE PORT POWER TRACK

Type FWF-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

WARP ENGINE STARBOARD POWER TRACK

Type FWF-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	44											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS

ENGINE: 6 SUPERSTRUCTURE: L WARP SPEED ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSN SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #2
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #3
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #4
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #5
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #6
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #7
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #8
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #9
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #10
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #11
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

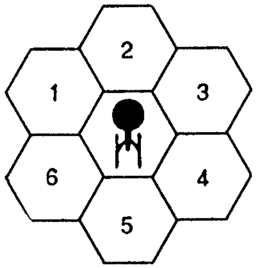
TURN #12
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____________
#2 ____________
#3 ____________
#4 ____________
TURN #5 ____________
#6 ____________
#7 ____________
#8 ____________
TURN # 9 ____________
#10 ____________
#11 ____________
#12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 430

CASUALTY MODIFIER TRACK

0–19% 0	20–39% –1 –10%	40–59% –2 –20%	60–69% –5 –50%	70 % + NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class ENTERPRISE MK I
Vessel Name ____
D 145.2
WDF 89.2

Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type FIE-2

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

WARP ENGINE PORT POWER TRACK

Type FWG-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

WARP ENGINE STARBOARD POWER TRACK

Type FWG-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	60											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/4												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: D SUPERSTRUCTURE: F WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type FH-11
Firing Chart Y
Maximum Power 10
Damage Modifiers +3(1-10) +2(11-17) +1(18-24)

Missile Type FP-4
Firing Chart S
Power To Arm 1
Damage 20

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type FP-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FP-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

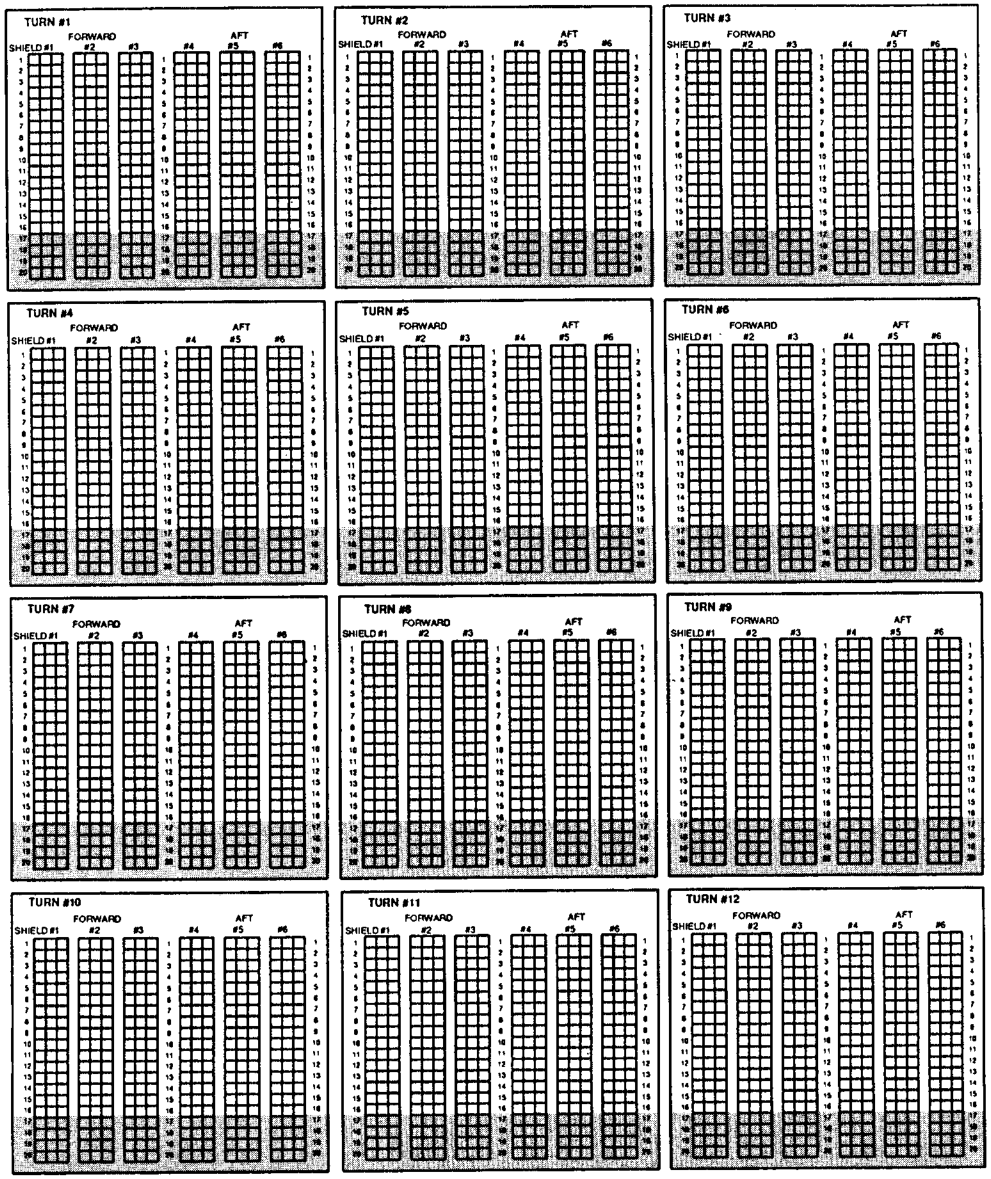
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSP SHIELD POINT RATIO 1 / 4 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12



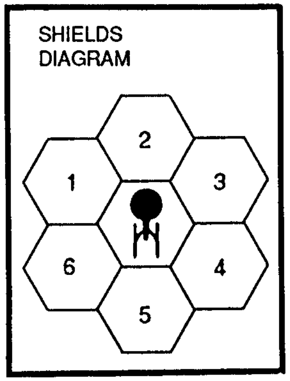
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____________ TURN #5 ____________ TURN # 9 ____________
#2 ____________ #6 ____________ #10 ____________
#3 ____________ #7 ____________ #11 ____________
#4 ____________ #8 ____________ #12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 4/12

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class RELIANT MK I
Vessel Name ______
D 105.0
WDF 63.8

Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type E/E-2

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

WARP ENGINE PORT POWER TRACK

Type EWF-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

WARP ENGINE STARBOARD POWER TRACK

Type EWF-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	48											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: G SUPERSTRUCTURE: L WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type FH-10
Firing Chart W
Maximum Power 7
Damage Modifiers +3(1-10) +2(11-17) +1(18-20)

Missile Type FP-4
Firing Chart S
Power To Arm 1
Damage 20

Beam Type ______
Firing Chart ______
Maximum Power ______
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-10 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type FH-10 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type FH-10 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type FH-10 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type FP-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FP-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

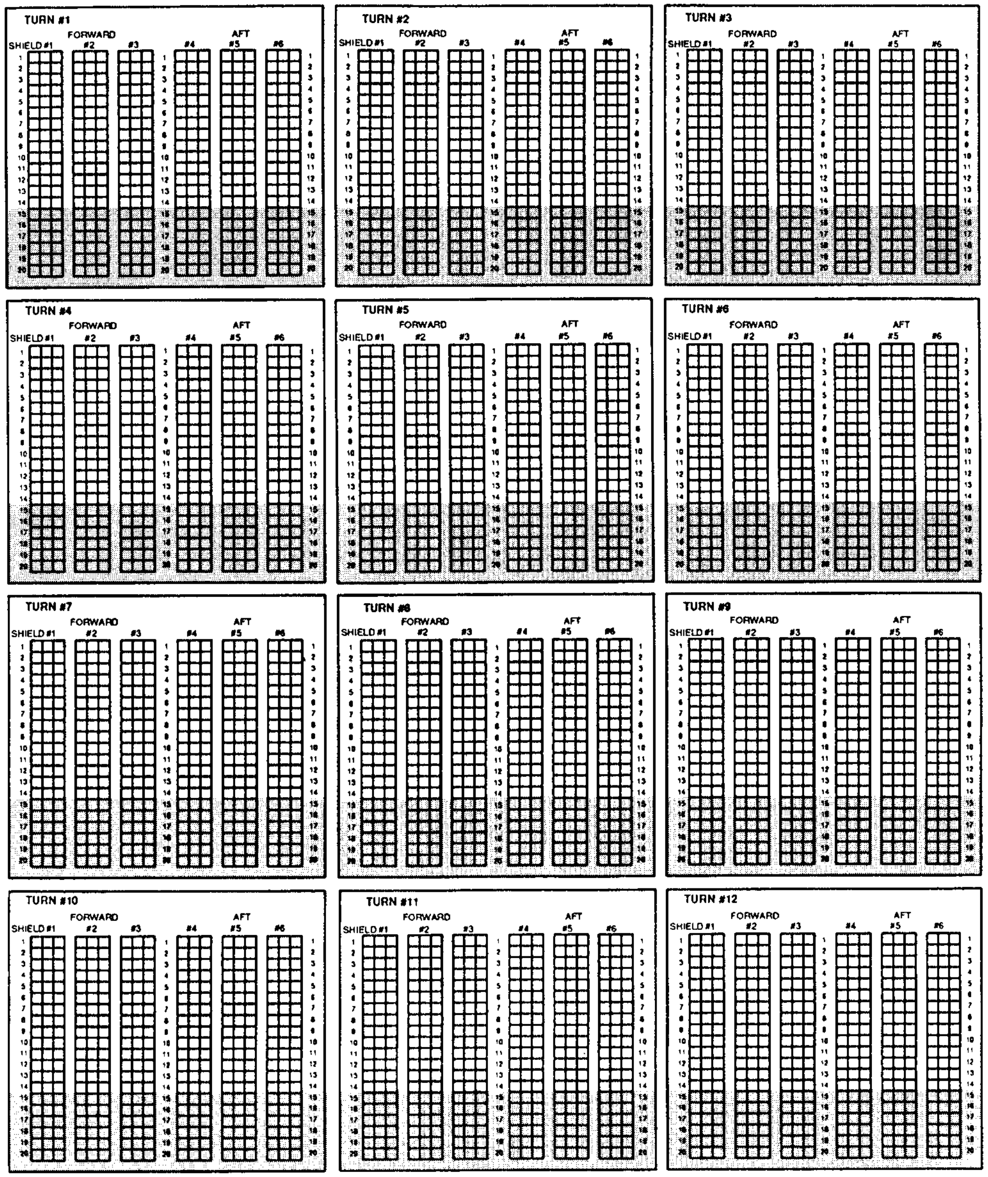
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSL SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 14

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12



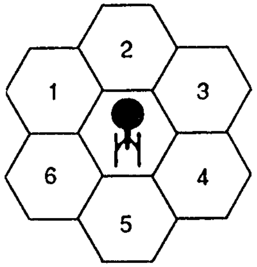
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____________ TURN #5 ____________ TURN # 9 ____________
#2 ____________ #6 ____________ #10 ____________
#3 ____________ #7 ____________ #11 ____________
#4 ____________ #8 ____________ #12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 336

0–19%	20–39%	40–59%	60–69%	70%+
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

MASTER CONTROL PANEL

Race *FEDERATION*
Vessel Class *BAKER MKII*
Vessel Name ______
D *81.5*
WDF *27.6*

Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *FID-2*

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

WARP ENGINE PORT POWER TRACK

Type *FWE-2*

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

WARP ENGINE STARBOARD POWER TRACK

Type *FWE-2*

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	30											
Power To Movement Movement Point Ratio *3/1*												
Power To Shields Shield Point Ratio *1/3*												
Power To Weapons												
Power to Cloak **Points To Power** ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: *6* SUPERSTRUCTURE: *K* WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type *FH-8*
Firing Chart *T*
Maximum Power *5*
Damage Modifiers +3(–) +2(*1–10*) +1(*11–18*)

Missile Type *FP-2*
Firing Chart *H*
Power To Arm *1*
Damage *6*

Beam Type ______
Firing Chart ______
Maximum Power ______
Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *FH-8* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F S] A								•				
Type *FH-8* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F S] A												
Type *FH-8* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F S] A												
Type *FH-8* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F S] A												
Type *FH-8* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type *FH-8* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *FP-2* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type *FP-2* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

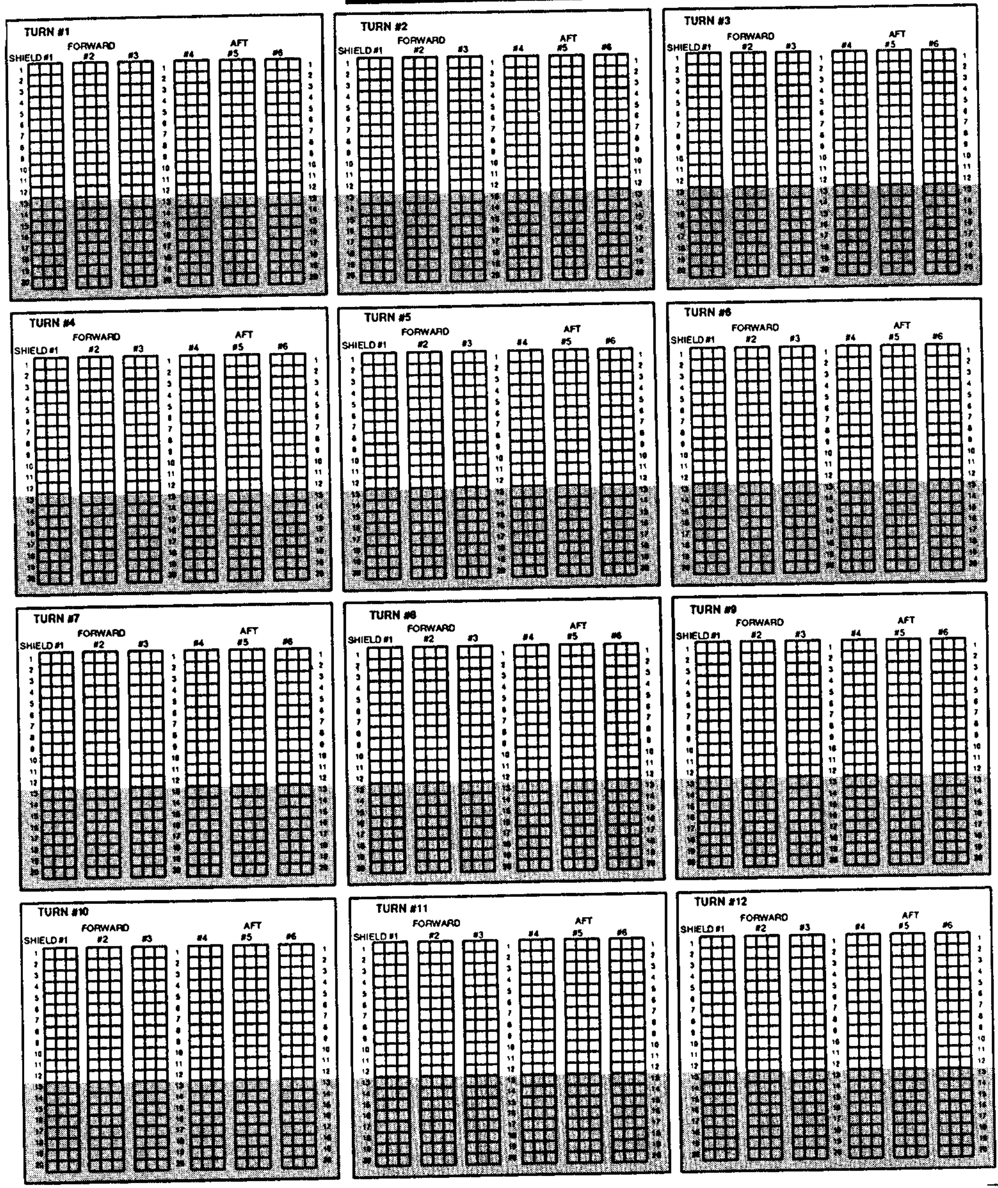
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSI SHIELD POINT RATIO 1/3 MAXIMUM SHIELD POWER 12

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12



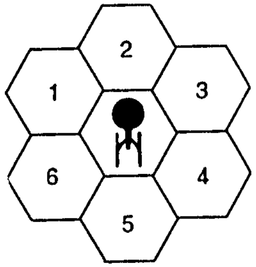
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____________
#2 ____________
#3 ____________
#4 ____________
TURN #5 ____________
#6 ____________
#7 ____________
#8 ____________
TURN # 9 ____________
#10 ____________
#11 ____________
#12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

ENGINEERING GRIDS

SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 265

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class LARSON MK VII
Vessel Name ______
D 77.0
WDF 23.2
Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type E/E-2	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

WARP ENGINE PORT POWER TRACK

Type FWC-2	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

WARP ENGINE STARBOARD POWER TRACK

Type ______	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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	28											
Power To Movement Movement Point Ratio 2/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: M SUPERSTRUCTURE: K WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type FH-7
Firing Chart Q
Maximum Power 4
Damage Modifiers +3(-) +2(1-8) +1(9-15)

Missile Type FP-2
Firing Chart H
Power To Arm 1
Damage 6

Beam Type ______
Firing Chart ______
Maximum Power ______
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type FH-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type FH-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type FH-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type FH-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type FH-7 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type FP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type FP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSF SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 10

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #2

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #3

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #4

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #5

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #6

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #7

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #8

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #9

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #10

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #11

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #12

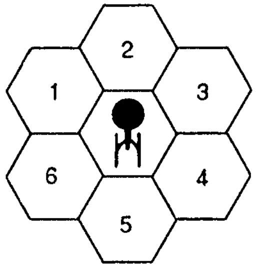
		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____ TURN #5 ____ TURN # 9 ____
#2 ____ #6 ____ #10 ____
#3 ____ #7 ____ #11 ____
#4 ____ #8 ____ #12 ____

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 200

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70 % +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *FEDERATION*
Vessel Class *REMORA MK III*
Vessel Name ____
D *80.0*
WDF *20.8*

Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *FIE-2*

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

WARP ENGINE PORT POWER TRACK

Type *FWC-2*

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

WARP ENGINE STARBOARD POWER TRACK

Type ____

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	28											
Power To Movement Movement Point Ratio *2/1*												
Power To Shields Shield Point Ratio *1/2*												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS

ENGINE: *M* SUPERSTRUCTURE: *K* WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type *FH-4* Firing Chart *Q* Maximum Power *3* Damage Modifiers +3(–) +2(*1–8*) +1(*9–15*)	Missile Type ____ Firing Chart ____ Power To Arm ____ Damage ____
Beam Type ____ Firing Chart ____ Maximum Power ____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type ____ Firing Chart ____ Power To Arm ____ Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P A] F S												
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P A] F S												
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F [✓ S A]												
Type *FH-4* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F [✓ S A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSH SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 13

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

DAMAGE CHART A B [✓ C]

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

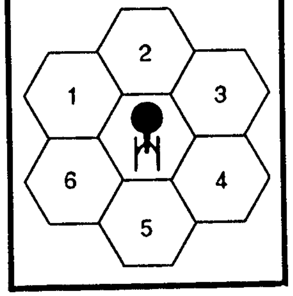
TURN #12

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

DAMAGE POINT RECORD

TURN #1 ____________
#2 ____________
#3 ____________
#4 ____________
TURN #5 ____________
#6 ____________
#7 ____________
#8 ____________
TURN # 9 ____________
#10 ____________
#11 ____________
#12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 162

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class NORTHAMPTON MK III
Vessel Name ______
D 124.0
WDF 84.3
Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type FID-2	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

WARP ENGINE PORT POWER TRACK

Type FWG-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

WARP ENGINE STARBOARD POWER TRACK

Type FWG-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	56											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: D SUPERSTRUCTURE: F WARP SPEED ______

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type FH-11	Missile Type FP-6
Firing Chart Y	Firing Chart O
Maximum Power 10	Power To Arm 1
Damage Modifiers +3(1-10) +2(11-17) +1(18-24)	Damage 12
Beam Type ______	Missile Type ______
Firing Chart ______	Firing Chart ______
Maximum Power ______	Power To Arm ______
Damage Modifiers +3(-) +2(-) +1(-)	Damage ______

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ F] P S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ F] P S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	F [✓ P] S [✓ A]												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	F [✓ P] S [✓ A]												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	F P [✓ S] [✓ A]												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	F P [✓ S] [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ F] P S A												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ F] P S A												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ F] P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	F P S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE F50 SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

DAMAGE CHART A B [✓ C]

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

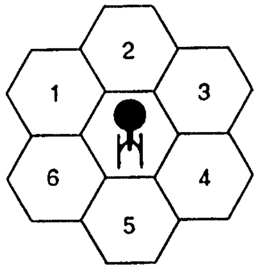
TURN #12

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

DAMAGE POINT RECORD

TURN #1 ________ TURN #5 ________ TURN # 9 ________
#2 ________ #6 ________ #10 ________
#3 ________ #7 ________ #11 ________
#4 ________ #8 ________ #12 ________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 328

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class CHANDLEY MK IV
Vessel Name ____
D 170.0
WDF 102.2

Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type E/IE-3

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

WARP ENGINE PORT POWER TRACK

Type FWC-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

WARP ENGINE STARBOARD POWER TRACK

Type FWC-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	52											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/4												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS

ENGINE: 0 SUPERSTRUCTURE: M WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type FH-11
Firing Chart Y
Maximum Power 10
Damage Modifiers +3(1-10) +2(11-17) +1(18-24)

Missile Type FP-5
Firing Chart R
Power To Arm 1
Damage 16

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type FH-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type FP-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FP-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FP-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type FP-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSP SHIELD POINT RATIO 1 / 4 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

DAMAGE CHART A B [✓ C]

TURN #1

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #2

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #3

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #4

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #5

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #6

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #7

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #8

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #9

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #10

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #11

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

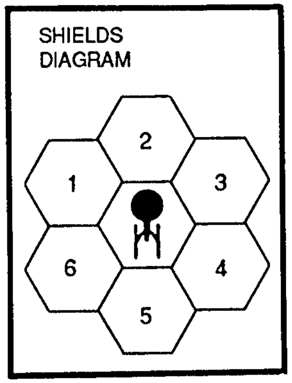
TURN #12

	SHIELD #1	FORWARD #2	#3		#4	AFT #5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN #9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 370

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class LOKNAR MK V
Vessel Name ____
D 114.3
WDF 51.6
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type EIC-3

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

WARP ENGINE PORT POWER TRACK

Type FWD-2

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

WARP ENGINE STARBOARD POWER TRACK

Type FWD-2

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	42											
Power To Movement Movement Point Ratio 2/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: M SUPERSTRUCTURE: 6 WARP SPEED ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type EH-5
Firing Chart R
Maximum Power 4
Damage Modifiers +3(–) +2(1-8) +1(9-16)

Missile Type FP-6
Firing Chart O
Power To Arm 1
Damage 12

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P F] S A												
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P F] S A												
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F S] A												
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F S] A												
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												
Type EH-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSK SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

DAMAGE CHART A B [✓ C]

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

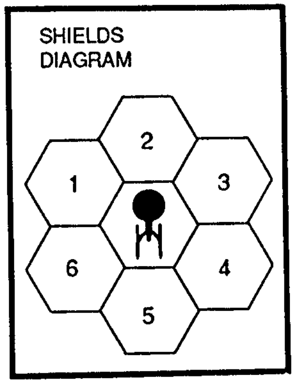
TURN #12

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

DAMAGE POINT RECORD

TURN #1 ____________
#2 ____________
#3 ____________
#4 ____________
TURN #5 ____________
#6 ____________
#7 ____________
#8 ____________
TURN # 9 ____________
#10 ____________
#11 ____________
#12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 84

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *FEDERATION*
Vessel Class *GAGARIN MK I*
Vessel Name ____
D *53.8*
WDF *0.5*
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *FIB-2*

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

WARP ENGINE PORT POWER TRACK

Type *FWB-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

WARP ENGINE STARBOARD POWER TRACK

Type *FWB-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	22											
Power To Movement Movement Point Ratio *2/1*												
Power To Shields Shield Point Ratio *1/2*												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS

ENGINE: *M* SUPERSTRUCTURE: *0* WARP SPEED ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type *FH-1* Firing Chart *F* Maximum Power *2* Damage Modifiers +3(–) +2(–) +1(–)	Missile Type ____ Firing Chart ____ Power To Arm ____ Damage ____
Beam Type ____ Firing Chart ____ Maximum Power ____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type ____ Firing Chart ____ Power To Arm ____ Damage ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *FH-1* Firing Arc P F S A (F circled, P, S) ■ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ____ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSB SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 6

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

TURN #12

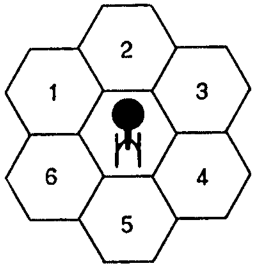
		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1				1				1
2				2				2
3				3				3
4				4				4
5				5				5
6				6				6
7				7				7
8				8				8
9				9				9
10				10				10
11				11				11
12				12				12
13				13				13
14				14				14
15				15				15
16				16				16
17				17				17
18				18				18
19				19				19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

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1		TURN #5		TURN # 9	
#2		#6		#10	
#3		#7		#11	
#4		#8		#12	

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD* HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 78

0–19%	20–39%	40–59%	60–69%	70% +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION
Vessel Class R-1 MK1
Vessel Name ____
D 112.8
WDF 78.9
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

WEAPONS DISPLAY

Beam Type FH-8	Missile Type FP-6
Firing Chart T	Firing Chart O
Maximum Power 5	Power To Arm 1
Damage Modifiers +3(–) +2(1-10) +1(11-18)	Damage 12
Beam Type ____	Missile Type ____
Firing Chart ____	Firing Chart ____
Maximum Power ____	Power To Arm ____
Damage Modifiers +3(–) +2(–) +1(–)	Damage ____

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type FH-8 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP													
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type FP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F A S												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F A S												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F A S												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F A S												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F A S												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F A S												

ENGINEERING DISPLAY

IMPULSE GENERATOR POWER TRACK

Type FIPG-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

MATTER/ANTI-MATTER POWER GENERATOR TRACK

Type FMAPG-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	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		

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	114											
Power To Movement Movement Point Ratio 10/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE QFSA SHIELD POINT RATIO 1/2 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #2 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #3 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #4 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #5 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #6 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #7 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #8 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #9 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #10 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #11 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #12 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

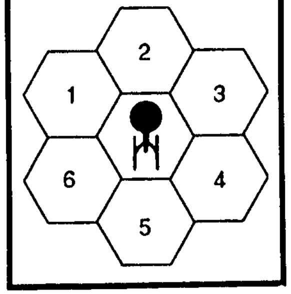
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART OUTPOST

DAMAGE POINT RECORD

TURN #1 ______
#2 ______
#3 ______
#4 ______
TURN #5 ______
#6 ______
#7 ______
#8 ______
TURN # 9 ______
#10 ______
#11 ______
#12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 185

CASUALTY MODIFIER TRACK

0-19%	20-39%	40-59%	60-69%	70% +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *FEDERATION*
Vessel Class *ALAMO MK IV*
Vessel Name ______
D *210.0*
WDF *198.0*

Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE GENERATOR POWER TRACK

Type *EIPG-2*

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

MATTER/ANTI-MATTER POWER GENERATOR TRACK

Type *FMAPG-3*

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	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
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	204											
Power To Movement Movement Point Ratio *10/1*												
Power To Shields Shield Point Ratio *1/2*												
Power To Weapons												
Power to Cloak **Points To Power** ___												

HELM DISPLAY

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L

WEAPONS DISPLAY

Beam Type *FH-9*
Firing Chart *X*
Maximum Power *6*
Damage Modifiers +3(–) +2(*1-12*) +1(*13-22*)

Missile Type *FP-4*
Firing Chart *S*
Power To Arm *1*
Damage *20*

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type ___ ☐OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type ___ ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type *FH-9* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type ___ ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type ___ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type *FP-4* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FP-4* ■OPER ☐DMGD ☐REPD ☐INOP	1												
Type *FP-4* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FP-4* ■OPER ☐DMGD ☐REPD ☐INOP	2												
Type *FP-4* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type *FP-4* ■OPER ☐DMGD ☐REPD ☐INOP	3												
Type ___ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type ___ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type ___ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												

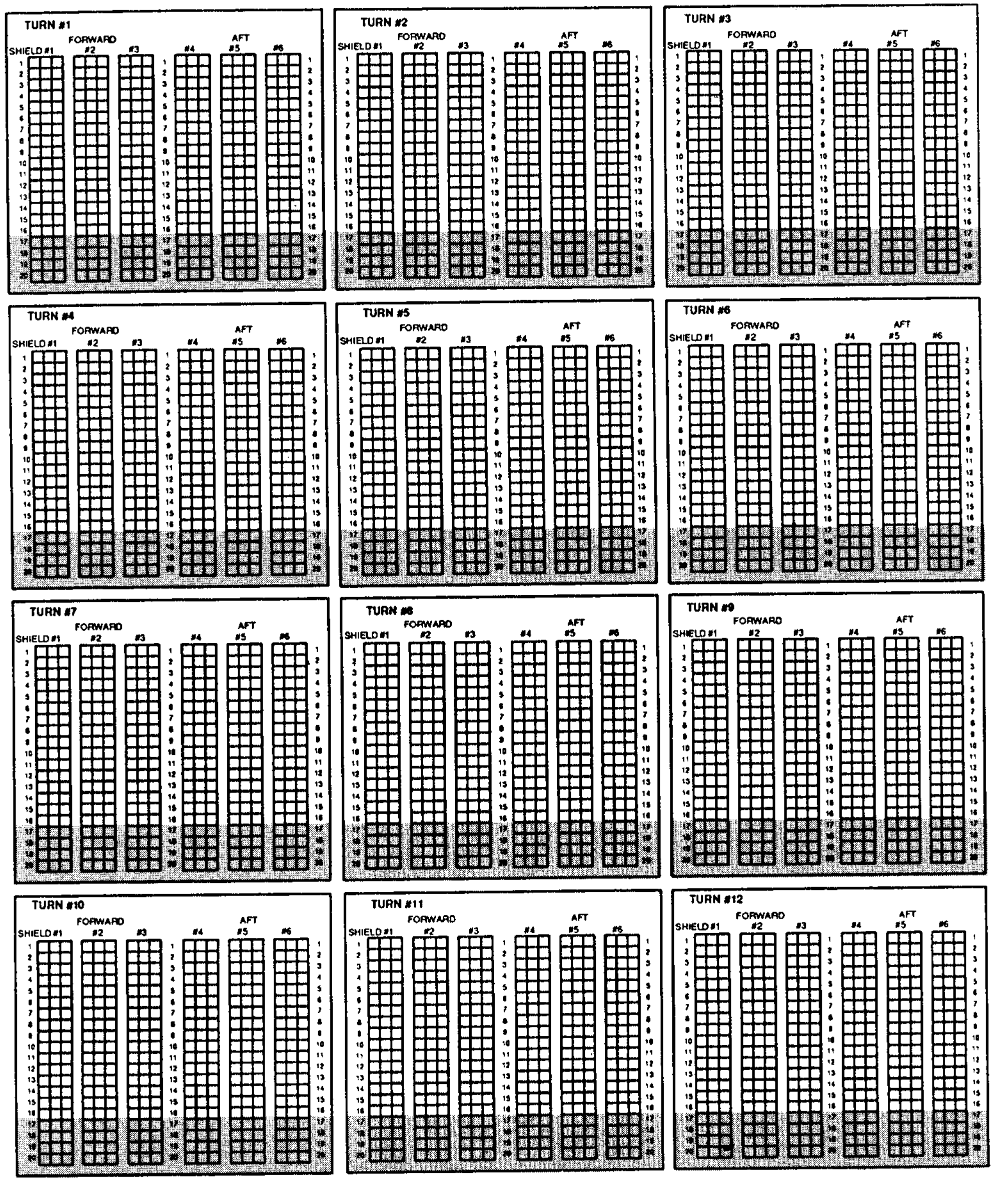
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE OFS SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐



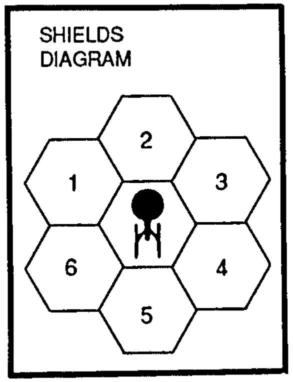
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART OUTPOST

DAMAGE POINT RECORD

TURN #1 ________
#2 ________
#3 ________
#4 ________
TURN #5 ________
#6 ________
#7 ________
#8 ________
TURN # 9 ________
#10 ________
#11 ________
#12 ________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD. HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72								

CASUALTY MODIFIER TRACK

CREW 460

0-19%	20-39%	40-59%	60-69%	70 % +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race KLINGON
Vessel Class L-24B
Vessel Name ____
D 170.5
WDF 162.0
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KIE-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

WARP ENGINE PORT POWER TRACK

Type KWG-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

WARP ENGINE STARBOARD POWER TRACK

Type KWG-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	79											
Power To Movement Movement Point Ratio 5/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: I SUPERSTRUCTURE: M WARP SPEED ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-13
Firing Chart X
Maximum Power 5
Damage Modifiers +3(1 - 7) +2(8 - 15) +1(16 - 22)

Missile Type KP-6
Firing Chart R
Power To Arm 2
Damage 20

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] [✓ F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] [✓ F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] [✓ F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] [✓ F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] [✓ S] A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] [✓ S] A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] [✓ S] A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] [✓ S] A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] F S [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] F S [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] F S [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] F S [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F [✓ S] [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F [✓ S] [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F [✓ S] [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F [✓ S] [✓ A]												
Type KP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] F S A												
Type KP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type KP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type KP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F [✓ S] A												
Type KP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												
Type KP-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSP SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #2

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #3

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #4

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #5

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #6

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #7

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #8

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #9

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #10

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #11

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #12

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

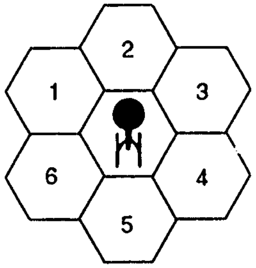
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1	______	TURN #5	______	TURN #9	______
#2	______	#6	______	#10	______
#3	______	#7	______	#11	______
#4	______	#8	______	#12	______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 1090

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70 % +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

MASTER CONTROL PANEL

Race KLINGON
Vessel Class D-7A
Vessel Name ____
D 54.6
WDF 20.4

Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KIC-2

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

WARP ENGINE PORT POWER TRACK

Type KWD-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

WARP ENGINE STARBOARD POWER TRACK

Type KWD-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	40											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/1												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: L SUPERSTRUCTURE: N WARP SPEED ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-6
Firing Chart T
Maximum Power 6
Damage Modifiers +3(–) +2(1-18) +1(–)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type KD-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type KD-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type KD-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSC SHIELD POINT RATIO 1/1 MAXIMUM SHIELD POWER 8

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #2 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #3 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #4 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #5 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #6 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #7 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #8 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #9 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #10 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #11 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #12 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

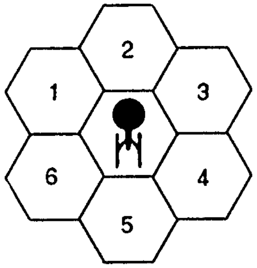
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN #9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 352

CASUALTY MODIFIER TRACK

0–19% 0	20–39% –1 –10%	40–59% –2 –20%	60–69% –5 –50%	70 % + NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race KLINKON
Vessel Class D-7M
Vessel Name
D 87.6
WDF 42.2

Captain's Name
Captain's Skill Rating
Crew Efficiency Rating

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KIC-2

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

WARP ENGINE PORT POWER TRACK

Type KWE-3

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

WARP ENGINE STARBOARD POWER TRACK

Type KWE-3

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	44											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: J SUPERSTRUCTURE: M WARP SPEED ______

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-8
Firing Chart U
Maximum Power 7
Damage Modifiers +3(1-7) +2(8-15) +1(16-20)

Missile Type KP-3
Firing Chart R
Power To Arm 2
Damage 15

Beam Type
Firing Chart
Maximum Power
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type
Firing Chart
Power To Arm
Damage

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-8 ■OPER ☐DMGD ☐REPD ☐INOP Firing Arc [✓ P] [✓ F] S A												
Type KD-8 ■OPER ☐DMGD ☐REPD ☐INOP Firing Arc [✓ P] [✓ F] S A												
Type KD-8 ■OPER ☐DMGD ☐REPD ☐INOP Firing Arc P [✓ F] [✓ S] A												
Type KD-8 ■OPER ☐DMGD ☐REPD ☐INOP Firing Arc P [✓ F] [✓ S] A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type KP-3 ■OPER ☐DMGD ☐REPD ☐INOP Firing Arc P [✓ F] S A												
Type KP-3 ■OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S [✓ A]												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSK SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 12

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

TURN #12

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

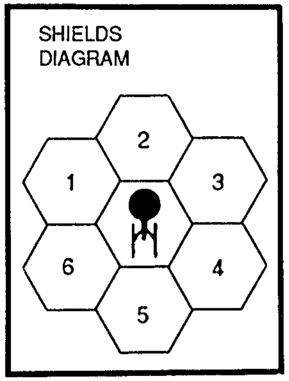
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1		TURN #5		TURN # 9	
#2		#6		#10	
#3		#7		#11	
#4		#8		#12	

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 373

CASUALTY MODIFIER TRACK

0–19% 0	20–39% –1 –10%	40–59% –2 –20%	60–69% –5 –50%	70% + NO FIRING

PERCENT CASUALTIES TRACK

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	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

MASTER CONTROL PANEL

Race KLINGON
Vessel Class D-10G
Vessel Name ______
D 107.5
WDF 72.2
Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KIE-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

WARP ENGINE PORT POWER TRACK

Type KWE-3	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

WARP ENGINE STARBOARD POWER TRACK

Type KWE-3	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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	46											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: J SUPERSTRUCTURE: M WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-13 Firing Chart X Maximum Power 5 Damage Modifiers +3(1-7) +2(8-15) +1(16-22)	Missile Type KP-4 Firing Chart Q Power To Arm 2 Damage 18
Beam Type KD-5 Firing Chart P Maximum Power 4 Damage Modifiers +3(–) +2(1-10) +1(11-18)	Missile Type ______ Firing Chart ______ Power To Arm ______ Damage ______

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type KD-13 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type KP-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type KP-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSL SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 14

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

DAMAGE CHART A B [✓ C]

TURN #1

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #2

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #3

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #4

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #5

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #6

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #7

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #8

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #9

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #10

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #11

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

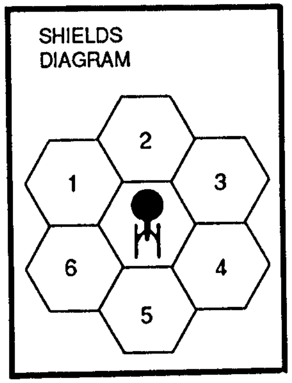
TURN #12

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

DAMAGE POINT RECORD

TURN #1 ____________
#2 ____________
#3 ____________
#4 ____________
TURN #5 ____________
#6 ____________
#7 ____________
#8 ____________
TURN # 9 ____________
#10 ____________
#11 ____________
#12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD • HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 525

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70 % +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

MASTER CONTROL PANEL

Race KLINGON
Vessel Class D-2B
Vessel Name ______
D 69.3
WDF 23.4

Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KID-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

WARP ENGINE PORT POWER TRACK

Type KWC-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

WARP ENGINE STARBOARD POWER TRACK

Type KWC-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	34											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 2/3												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: 6 SUPERSTRUCTURE: 0 WARP SPEED ______

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-6	Missile Type KP-2
Firing Chart T	Firing Chart H
Maximum Power 6	Power To Arm 1
Damage Modifiers +3(–) +2(1-18) +1(–)	Damage 10
Beam Type ______	Missile Type ______
Firing Chart ______	Firing Chart ______
Maximum Power ______	Power To Arm ______
Damage Modifiers +3(–) +2(–) +1(–)	Damage ______

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F S A]												
Type KD-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F S A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type KP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type KP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type KP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type KP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSN SHIELD POINT RATIO 2 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

TURN #12

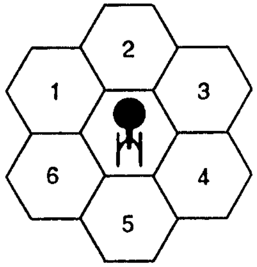
		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1				1				1
2				2				2
3				3				3
4				4				4
5				5				5
6				6				6
7				7				7
8				8				8
9				9				9
10				10				10
11				11				11
12				12				12
13				13				13
14				14				14
15				15				15
16				16				16
17				17				17
18				18				18
19				19				19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

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______
#2 ______
#3 ______
#4 ______
TURN #5 ______
#6 ______
#7 ______
#8 ______
TURN # 9 ______
#10 ______
#11 ______
#12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

ENGINEERING GRIDS

SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 220

CASUALTY MODIFIER TRACK

0–19% 0	20–39% –1 –10%	40–59% –2 –20%	60–69% –5 –50%	70 % + NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race KLINGON
Vessel Class D-18B
Vessel Name ______
D 54.0
WDF 20.7

Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KIB-2

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

WARP ENGINE PORT POWER TRACK

Type KWE-3

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

WARP ENGINE STARBOARD POWER TRACK

Type KWE-3

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	42											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: J SUPERSTRUCTURE: M WARP SPEED ______

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-5
Firing Chart P
Maximum Power 4
Damage Modifiers +3(–) +2(1-10) +1(11-18)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

Beam Type KD-14
Firing Chart D
Maximum Power 8
Damage Modifiers +3(–) +2(1-6) +1(–)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

Weapon	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] [✓ F] S A												
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] [✓ F] S A												
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] [✓ S] A												
Type KD-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] [✓ S] A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type KD-14 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSE SHIELD POINT RATIO 1 / 1 MAXIMUM SHIELD POWER 8

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

TURN #12

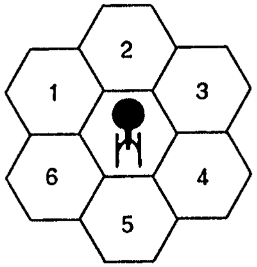
	FORWARD					AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1				1				1
2				2				2
3				3				3
4				4				4
5				5				5
6				6				6
7				7				7
8				8				8
9				9				9
10				10				10
11				11				11
12				12				12
13				13				13
14				14				14
15				15				15
16				16				16
17				17				17
18				18				18
19				19			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

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ________
#2 ________
#3 ________
#4 ________
TURN #5 ________
#6 ________
#7 ________
#8 ________
TURN # 9 ________
#10 ________
#11 ________
#12 ________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 265

CASUALTY MODIFIER TRACK

0-19%	20-39%	40-59%	60-69%	70% +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race KLINGON
Vessel Class K-23F
Vessel Name ______
D 71.9
WDF 30.0
Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KID-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

WARP ENGINE PORT POWER TRACK

Type KWD-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

WARP ENGINE STARBOARD POWER TRACK

Type KWD-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	42											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: L SUPERSTRUCTURE: N WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-9 Firing Chart W Maximum Power 5 Damage Modifiers +3(1-7) +2(8-15) +1(16-24)	Missile Type ______ Firing Chart ______ Power To Arm ______ Damage ______
Beam Type ______ Firing Chart ______ Maximum Power ______ Damage Modifiers +3(-) +2(-) +1(-)	Missile Type ______ Firing Chart ______ Power To Arm ______ Damage ______

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] A												
Type KD-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] A												
Type KD-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type KD-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type KD-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type KD-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSK SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 13

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

TURN #12

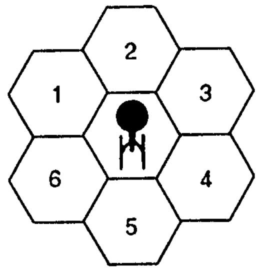
		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1				1				1
2				2				2
3				3				3
4				4				4
5				5				5
6				6				6
7				7				7
8				8				8
9				9				9
10				10				10
11				11				11
12				12				12
13				13				13
14				14				14
15				15				15
16				16				16
17				17				17
18				18				18
19				19				19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

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN #9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-8	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 175

CASUALTY MODIFIER TRACK

0-19%	20-39%	40-59%	60-69%	70% +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

MASTER CONTROL PANEL

Race KLINGON
Vessel Class L-9B
Vessel Name ______
D 101.8
WDF 59.4

Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KIE-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

WARP ENGINE PORT POWER TRACK

Type KWE-2

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

WARP ENGINE STARBOARD POWER TRACK

Type KWE-2

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	42											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: J SUPERSTRUCTURE: M WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type KD-8
Firing Chart U
Maximum Power 7
Damage Modifiers +3(1-7) +2(8-15) +1(16-20)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

Beam Type KD-13
Firing Chart X
Maximum Power 5
Damage Modifiers +3(1-7) +2(8-15) +1(16-22)

Missile Type ______
Firing Chart ______
Power To Arm ______
Damage ______

Type	Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
KD-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] [✓ F] S A												
KD-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
KD-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
KD-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] [✓ S] A												
KD-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
KD-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
KD-13	■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] [✓ F] S A												
KD-13	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
KD-13	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
KD-13	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] [✓ S] A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

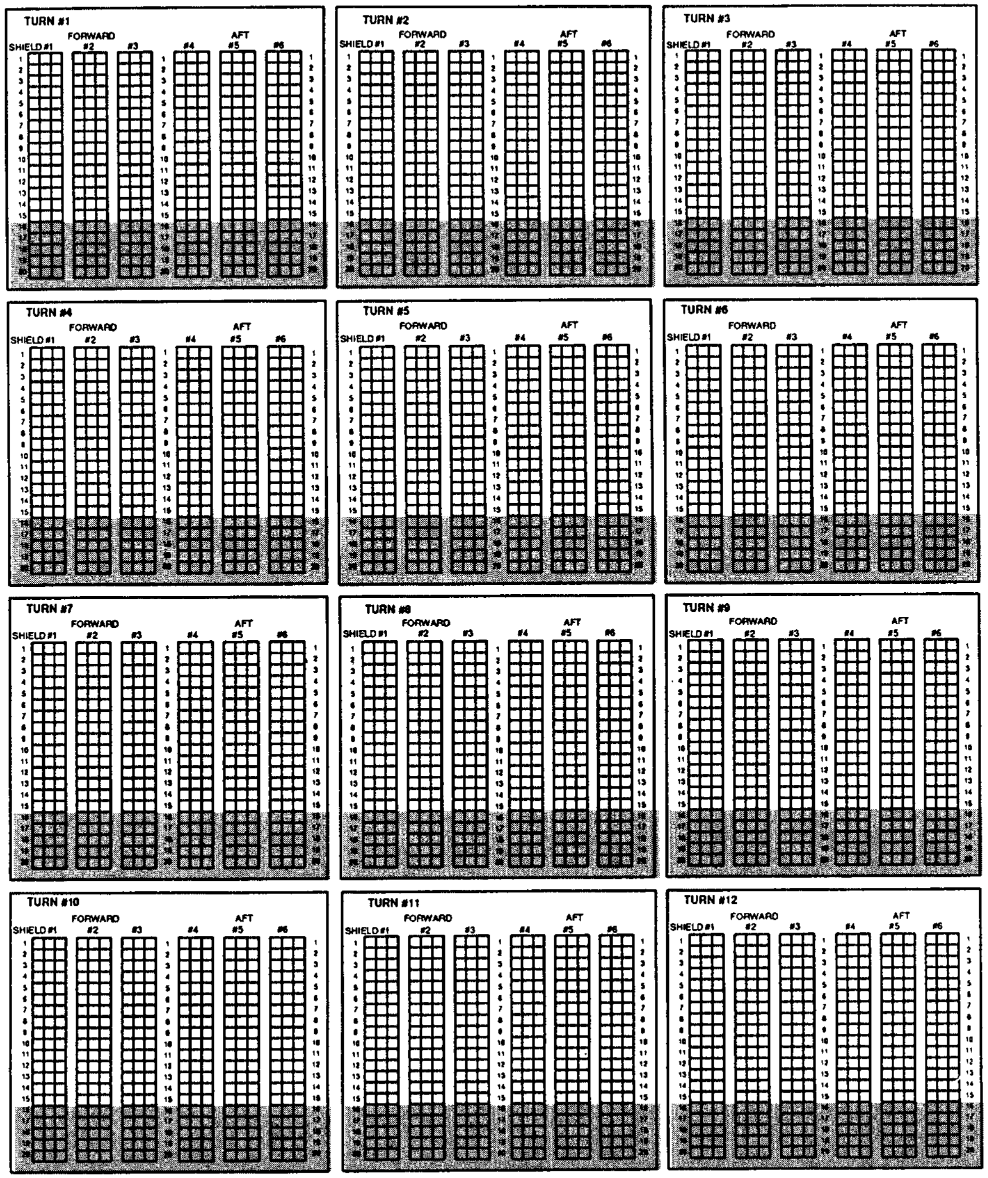
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSP SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12



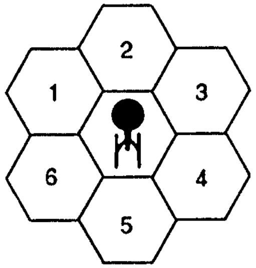
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN # 9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 420

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70 % +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *KLINGON*
Vessel Class *L-42B*
Vessel Name ____
D *133.2*
WDF *57.9*
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *KIF-2*

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

WARP ENGINE PORT POWER TRACK

Type *KWE-3*

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

WARP ENGINE STARBOARD POWER TRACK

Type *KWE-3*

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	*63*											

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power To Movement Movement Point Ratio *4/1*												

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power To Shields Shield Point Ratio *1/1.3*												

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power To Weapons												

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: *H* SUPERSTRUCTURE: *J* WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type *KD-13* Firing Chart *X* Maximum Power *5* Damage Modifiers +3(*1-7*) +2(*8-15*) +1(*16-24*)	Missile Type *KP-5* Firing Chart *Q* Power To Arm *1* Damage *10*
Beam Type ____ Firing Chart ____ Maximum Power ____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type ____ Firing Chart ____ Power To Arm ____ Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *KD-13* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type *KD-13* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type *KD-13* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type *KD-13* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type *KD-13* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type *KD-13* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *KP-5* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type *KP-5* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type *KP-5* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type *KP-5* ■OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE KSP SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #2

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #3

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #4

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #5

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #6

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #7

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #8

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #9

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #10

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #11

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #12

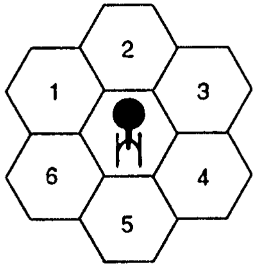
		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______	TURN #5 ______	TURN # 9 ______
#2 ______	#6 ______	#10 ______
#3 ______	#7 ______	#11 ______
#4 ______	#8 ______	#12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

ENGINEERING GRIDS

SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 240

CASUALTY MODIFIER TRACK

0–19% 0	20–39% –1 –10%	40–59% –2 –20%	60–69% –5 –50%	70 % + NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race KLINGON
Vessel Class Z-4C
Vessel Name
D 178.0
WDF 213.9

Captain's Name
Captain's Skill Rating
Crew Efficiency Rating

Missile Type KP-6
Firing Chart R
Power To Arm 2
Damage 20

WEAPONS DISPLAY

Beam Type KD-8
Firing Chart U
Maximum Power 7
Damage Modifiers +3(1-7) +2(8-15) +1(16-20)

Beam Type KD-12
Firing Chart H
Maximum Power 9
Damage Modifiers +3(1-3) +2(4-8) +1(9-10)

Type	Status	Firing Arc		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc													
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc													
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KD-8	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc													
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KD-12	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc													
Type KP-6	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KP-6	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	1												
Type KP-6	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KP-6	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	2												
Type KP-6	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												
Type KP-6	■OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	3												

ENGINEERING DISPLAY

IMPULSE GENERATOR POWER TRACK

Type KIPG-3

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

MATTER/ANTI-MATTER POWER GENERATOR TRACK

Type KMAPG-3

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	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
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168	169	170										

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	198											
Power To Movement Movement Point Ratio 10/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE OKS SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #2

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #3

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #4

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #5

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #6

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #7

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #8

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #9

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #10

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #11

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

TURN #12

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	▨▨▨	▨▨▨	▨▨▨	16	▨▨▨	▨▨▨	▨▨▨	16
17	▨▨▨	▨▨▨	▨▨▨	17	▨▨▨	▨▨▨	▨▨▨	17
18	▨▨▨	▨▨▨	▨▨▨	18	▨▨▨	▨▨▨	▨▨▨	18
19	▨▨▨	▨▨▨	▨▨▨	19	▨▨▨	▨▨▨	▨▨▨	19
20	▨▨▨	▨▨▨	▨▨▨	20	▨▨▨	▨▨▨	▨▨▨	20

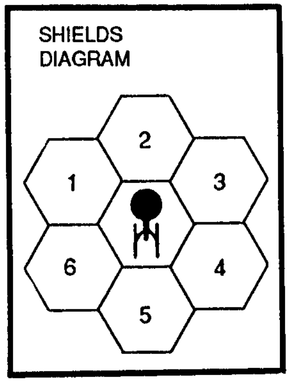
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART OUTPOST

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN # 9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70										

CREW 455

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ROMULAN

Vessel Class NOVA TYPE 2

Vessel Name ____

D 147.0

WDF 138.8

Captain's Name ____

Captain's Skill Rating ____

Crew Efficiency Rating ____

ENGINEERING DISPLAY

Type R/F-3

IMPULSE ENGINE POWER TRACK

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

Type RWG-1

WARP ENGINE PORT POWER TRACK

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

Type RWG-1

WARP ENGINE STARBOARD POWER TRACK

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	76											
Power To Movement Movement Point Ratio 5/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: L WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type RB-11

Firing Chart V

Maximum Power 9

Damage Modifiers +3(1-10) +2(11-16) +1(17-21)

Missile Type RP-3

Firing Chart Q

Power To Arm 1

Damage 10

Beam Type ____

Firing Chart ____

Maximum Power ____

Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ____

Firing Chart ____

Power To Arm ____

Damage ____

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P A] F S												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P A] F S												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S A]												
Type RB-11 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
Type RP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

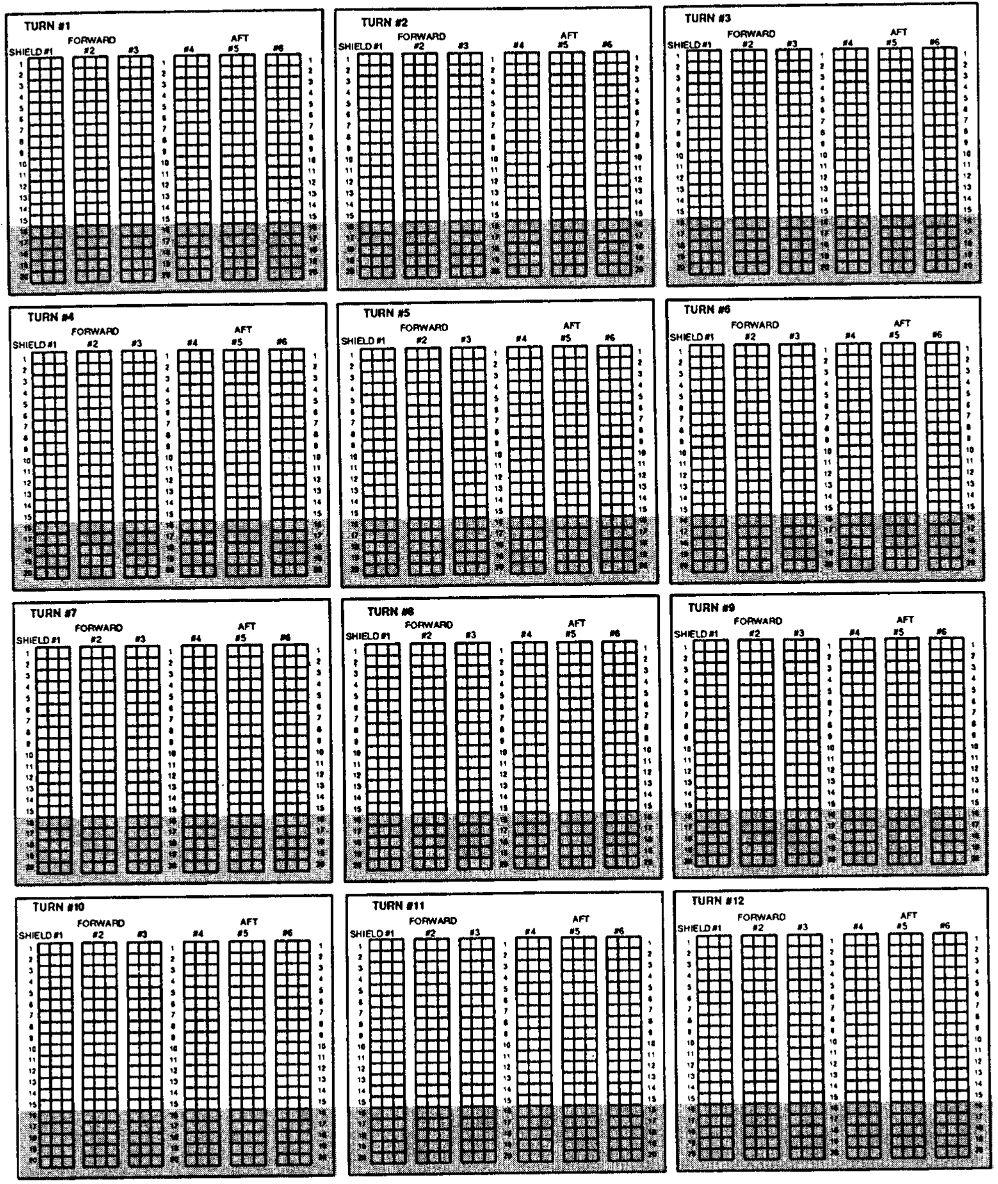
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSO SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

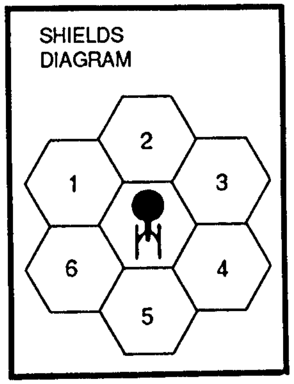


DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____________ TURN #5 ____________ TURN # 9 ____________
#2 ____________ #6 ____________ #10 ____________
#3 ____________ #7 ____________ #11 ____________
#4 ____________ #8 ____________ #12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 580

CASUALTY MODIFIER TRACK

0–19% 0	20–39% –1 –10%	40–59% –2 –20%	60–69% –5 –50%	70 % + NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *ROMULAN*
Vessel Class *GRACEFUL FLYER TYPE II*
Vessel Name ____
D *75.4*
WDF *26.0*
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

WEAPONS DISPLAY

Beam Type *RB-9*
Firing Chart *W*
Maximum Power *6*
Damage Modifiers +3(*1* - *8*) +2(*9* - *16*) +1(*17* - *24*)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *RB-9* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type *RB-9* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P F] S A												
Type *RB-9* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type *RB-9* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc F P S A												

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *RID-3*

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

WARP ENGINE PORT POWER TRACK

Type *RWD-2*

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

WARP ENGINE STARBOARD POWER TRACK

Type ____

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	*30*											
Power To Movement Movement Point Ratio *2/1*												
Power To Shields Shield Point Ratio *1/2*												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: *O* SUPERSTRUCTURE: *Q* WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSE SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 8

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #2 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #3 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #4 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #5 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #6 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #7 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #8 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #9 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #10 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

TURN #11 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

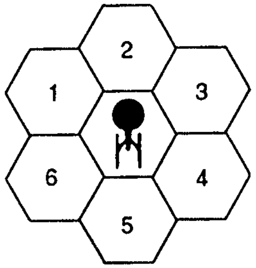
TURN #12 FORWARD AFT SHIELD #1 #2 #3 #4 #5 #6

DAMAGE CHART [✓ A] B C

DAMAGE POINT RECORD

TURN #1 ____ TURN #5 ____ TURN # 9 ____
#2 ____ #6 ____ #10 ____
#3 ____ #7 ____ #11 ____
#4 ____ #8 ____ #12 ____

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 126

CASUALTY MODIFIER TRACK

0-19%	20-39%	40-59%	60-69%	70 % +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ROMULAN
Vessel Class GALLANT WING TYPE 5
Vessel Name ____
D 96.0
WDF 75.4
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RID-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

WARP ENGINE PORT POWER TRACK

Type RWF-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

WARP ENGINE STARBOARD POWER TRACK

Type RWF-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	40											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power 22												

HELM DISPLAY

STRESS CHARTS
ENGINE: G SUPERSTRUCTURE: L WARP SPEED ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type RB-9
Firing Chart W
Maximum Power 6
Damage Modifiers +3(1 - 8) +2(9 - 16) +1(17 - 20)

Missile Type RPL-2
Firing Chart M
Power To Arm 15
Damage SEE CHART RL-2

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P F] S A												
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P F] S A												
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F S] A												
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type RPL-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSO SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #2	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #3	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #4	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #5	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #6	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #7	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #8	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #9	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #10	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #11	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

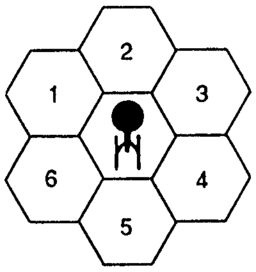
TURN #12	FORWARD			AFT			
	SHIELD #1	#2	#3	#4	#5	#6	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

DAMAGE CHART A [✓ B] C

DAMAGE POINT RECORD

TURN #1		TURN #5		TURN # 9	
#2		#6		#10	
#3		#7		#11	
#4		#8		#12	

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 300

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70%+
0	–1	–2	–5	NO
	–10%	–20%	–50%	FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ROMULAN
Vessel Class WHITEWIND TYPE 3
Vessel Name ____
D 88.5
WDF 49.8
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RID-2

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

WARP ENGINE PORT POWER TRACK

Type RWF-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

WARP ENGINE STARBOARD POWER TRACK

Type RWF-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	44											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power 22												

HELM DISPLAY

STRESS CHARTS
ENGINE: G SUPERSTRUCTURE: L WARP SPEED ____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type RB-5
Firing Chart V
Maximum Power 5
Damage Modifiers +3(1-10) +2(11-16) +1(17-20)

Missile Type RP-2
Firing Chart H
Power To Arm 1
Damage 8

Beam Type RB-9
Firing Chart W
Maximum Power 6
Damage Modifiers +3(1-8) +2(9-16) +1(17-29

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type RB-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type RB-9 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type RB-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type RB-5 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type RP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type RP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type RP-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSL SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 14

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #2 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #3 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #4 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #5 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #6 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #7 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #8 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #9 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #10 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

TURN #11 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

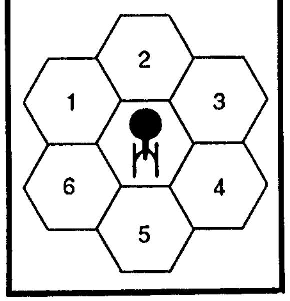
TURN #12 — FORWARD: SHIELD #1, #2, #3 — AFT: #4, #5, #6 — 1–20

DAMAGE CHART A [✓ B] C

DAMAGE POINT RECORD

TURN #1 ____________ TURN #5 ____________ TURN #9 ____________
#2 ____________ #6 ____________ #10 ____________
#3 ____________ #7 ____________ #11 ____________
#4 ____________ #8 ____________ #12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 322

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70%+
0	−1 −10%	−2 −20%	−5 −50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ROMULAN

Vessel Class BIRD OF PREY TYPE 4

Vessel Name ________

D 63.5

WDF 32.0

Captain's Name ________

Captain's Skill Rating ________

Crew Efficiency Rating ________

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RIC-2

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

WARP ENGINE PORT POWER TRACK

Type RWC-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

WARP ENGINE STARBOARD POWER TRACK

Type RWC-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	28											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power 15												

HELM DISPLAY

STRESS CHARTS

ENGINE: M SUPERSTRUCTURE: P WARP SPEED ________

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type RB-6

Firing Chart T

Maximum Power 6

Damage Modifiers +3(–) +2(1–18) +1(–)

Missile Type RPL-2

Firing Chart M

Power To Arm 15

Damage SEE CHART RL-2

Beam Type ________

Firing Chart ________

Maximum Power ________

Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ________

Firing Chart ________

Power To Arm ________

Damage ________

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P F S] A												
Type RB-6 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P F S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type RPL-2 ■ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSH SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 11

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

TURN #1 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #2 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #3 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #4 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #5 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #6 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #7 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #8 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #9 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #10 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #11 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

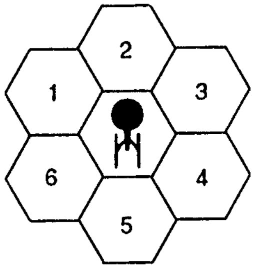
TURN #12 FORWARD AFT — SHIELD #1 #2 #3 #4 #5 #6 — 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

DAMAGE CHART A [✓ B] C

DAMAGE POINT RECORD

TURN #1 ____	TURN #5 ____	TURN # 9 ____
#2 ____	#6 ____	#10 ____
#3 ____	#7 ____	#11 ____
#4 ____	#8 ____	#12 ____

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

ENGINEERING GRIDS

SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 150

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70% + NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ROMULAN
Vessel Class WINGED DEFENDER TYPE 2
Vessel Name
D 131.3
WDF 103.3
Captain's Name
Captain's Skill Rating
Crew Efficiency Rating

WEAPONS DISPLAY

Beam Type RB-9	Missile Type RP-3
Firing Chart W	Firing Chart Q
Maximum Power 6	Power To Arm 1
Damage Modifiers +3(1 - 8) +2(9 - 16) +1(17-20)	Damage 10
Beam Type	Missile Type
Firing Chart	Firing Chart
Maximum Power	Power To Arm
Damage Modifiers +3(-) +2(-) +1(-)	Damage

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] F S A												
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F [✓ S] A												
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc [✓ P] F S [✓ A]												
Type RB-9 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F [✓ S] [✓ A]												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type RP-3 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RP-3 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P [✓ F] S A												
Type RP-3 ☒ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S [✓ A]												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												
Type ☐ OPER ☐ DMGD ☐ REPD ☐ INOP Firing Arc P F S A												

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RIE-3

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

WARP ENGINE PORT POWER TRACK

Type RWG-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

WARP ENGINE STARBOARD POWER TRACK

Type RWG-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	68											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power 38												

HELM DISPLAY

STRESS CHARTS
ENGINE: 6 SUPERSTRUCTURE: 2 WARP SPEED

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSL SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 13

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #2
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #3
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #4
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #5
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #6
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #7
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #8
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #9
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #10
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #11
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

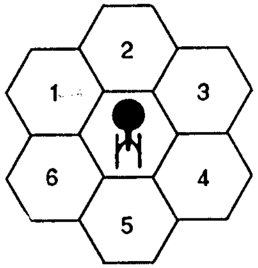
TURN #12
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN # 9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 348

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	−1 −10%	−2 −20%	−5 −50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ROMULAN
Vessel Class BRIGHT ONE TYPE 2
Vessel Name ______
D 57.7
WDF 33.1
Captain's Name ______
Captain's Skill Rating ______
Crew Efficiency Rating ______

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RIE-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

WARP ENGINE PORT POWER TRACK

Type RWC-2

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

WARP ENGINE STARBOARD POWER TRACK

Type RWC-2

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	40											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power 1.5												

HELM DISPLAY

STRESS CHARTS
ENGINE: N SUPERSTRUCTURE: Q WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type RB-8 Firing Chart N Maximum Power 6 Damage Modifiers +3(1-4) +2(5-9) +1(10-13)	Missile Type RP-3 Firing Chart Q Power To Arm 1 Damage 10
Beam Type ______ Firing Chart ______ Maximum Power ______ Damage Modifiers +3(-) +2(-) +1(-)	Missile Type ______ Firing Chart ______ Power To Arm ______ Damage ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-8 Firing Arc [✓ P F] S A ■ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type RB-8 Firing Arc [✓ P F] S A ■ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type RB-8 Firing Arc P [✓ F S] A ■ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type RB-9 Firing Arc P [✓ F S] A ■ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type RP-3 Firing Arc P [✓ F] S A ■ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												
Type ______ Firing Arc P F S A ☐ OPER ☐ DMGD ☐ REPD ☐ INOP												

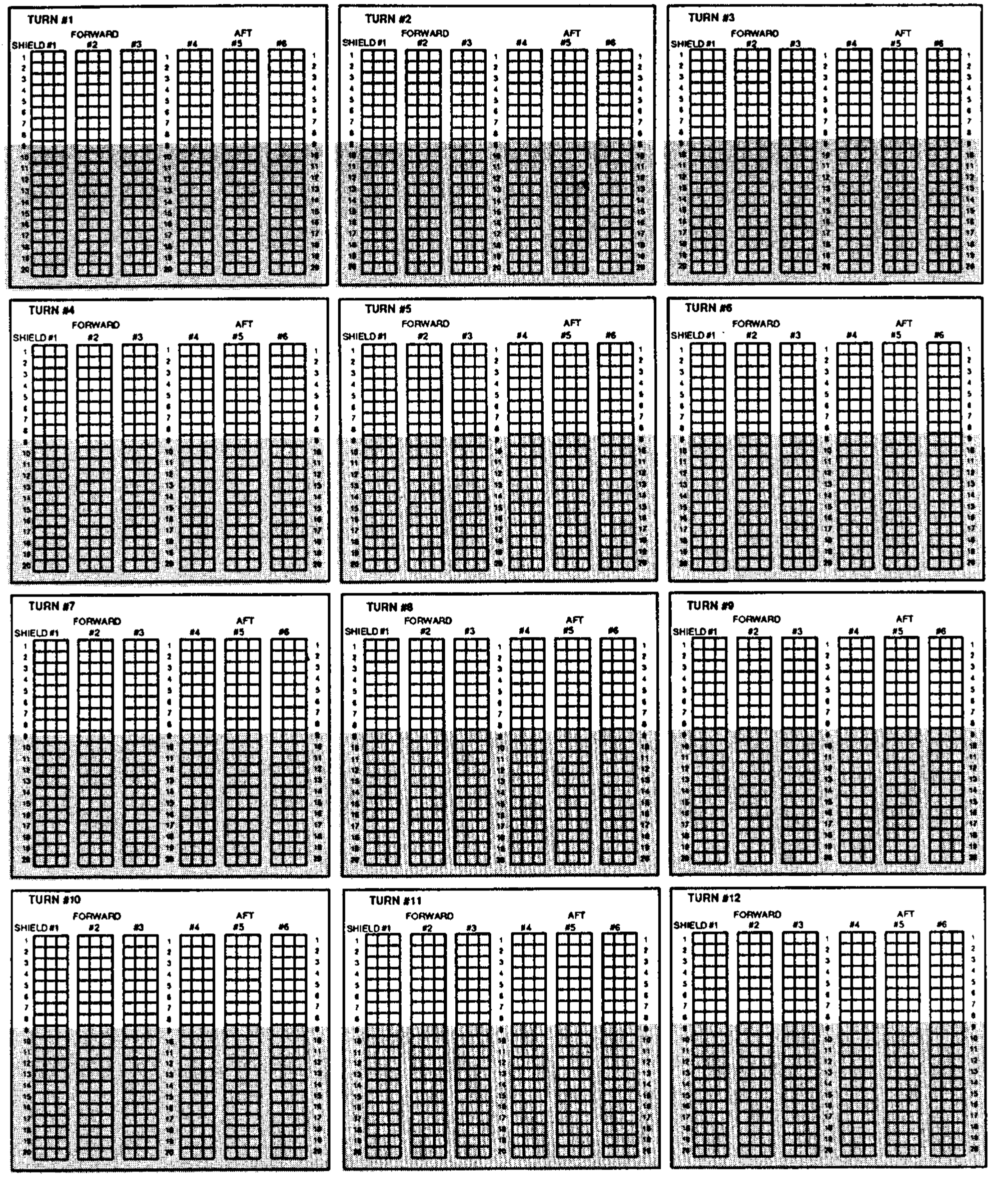
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSE SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 8

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

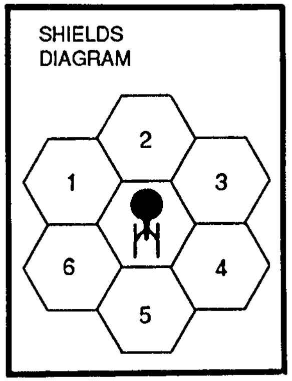


DAMAGE CHART A [✓ B] C

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN # 9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

ENGINEERING GRIDS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 122

0–19%	20–39%	40–59%	60–69%	70% +
0	−1 −10%	−2 −20%	−5 −50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *ROMULAN*
Vessel Class *AVIARY TYPE 7*
Vessel Name ____________
D *182.9*
WDF *185.4*

Captain's Name ____________
Captain's Skill Rating ____________
Crew Efficiency Rating ____________

ENGINEERING DISPLAY

IMPULSE GENERATOR POWER TRACK

Type *RIPG-2*

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

MATTER/ANTI-MATTER POWER GENERATOR TRACK

Type *RMAPG-4*

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	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
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	144											
Power To Movement Movement Point Ratio *10/1*												
Power To Shields Shield Point Ratio *1/3*												
Power To Weapons												
Power to Cloak **Points To Power** ____												

HELM DISPLAY

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type *RB-11*
Firing Chart *V*
Maximum Power *9*
Damage Modifiers +3(*1-10*) +2(*11-16*) +1(*17-21*)

Missile Type *RP-3*
Firing Chart *Q*
Power To Arm *1*
Damage *10*

Missile Type *RPL-3*
Firing Chart *T*
Power To Arm *8*
Damage *SEE CHART RL-3*

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type *RB-11* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP													
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type *RP-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												
Type *RPL-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	1												
Type *RPL-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	2												
Type *RPL-3* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	3												

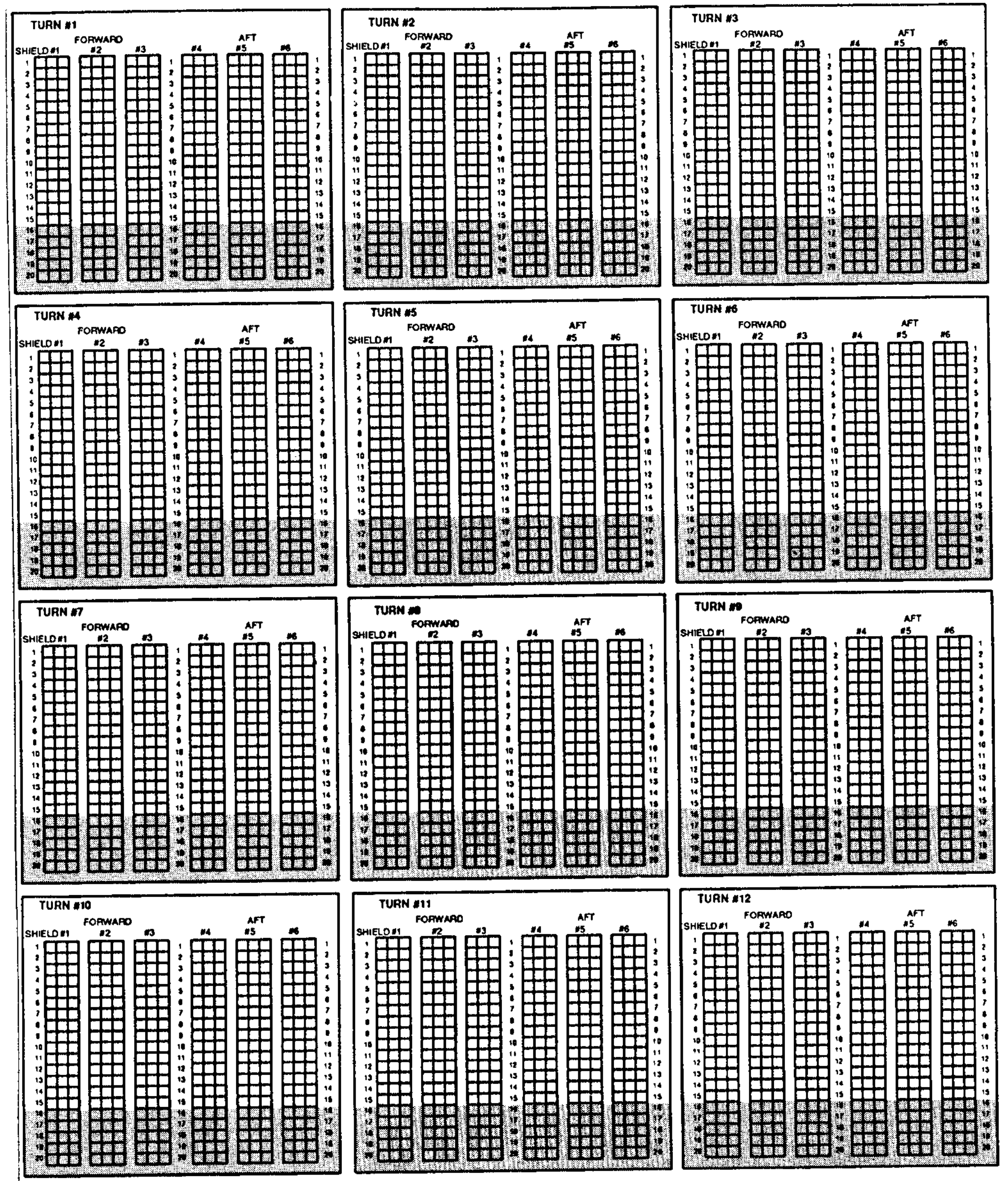
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE RSO SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 15

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12



PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART OUTPOST

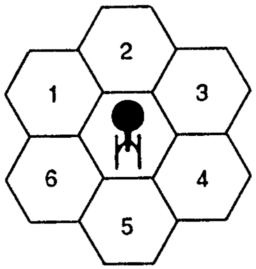
DAMAGE POINT RECORD

TURN #1 ____
#2 ____
#3 ____
#4 ____

TURN #5 ____
#6 ____
#7 ____
#8 ____

TURN # 9 ____
#10 ____
#11 ____
#12 ____

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

ENGINEERING GRIDS

SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70										

CREW 296

CASUALTY MODIFIER TRACK

0-19%	20-39%	40-59%	60-69%	70% +
0	-1 -10%	-2 -20%	-5 -50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race GORN
Vessel Class BH-2B
Vessel Name
D 123.9
WDF 89.0

Captain's Name
Captain's Skill Rating
Crew Efficiency Rating

ENGINEERING DISPLAY

Type GIE-3

IMPULSE ENGINE POWER TRACK

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

Type GWE-1

WARP ENGINE PORT POWER TRACK

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

Type GWE-1

WARP ENGINE STARBOARD POWER TRACK

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	67											
Power To Movement Movement Point Ratio 6/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: M SUPERSTRUCTURE: 0 WARP SPEED ___

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type GBL-8
Firing Chart W
Maximum Power 6
Damage Modifiers +3(1-10) +2(11-15) +1(16-20)

Missile Type GP-2
Firing Chart K
Power To Arm 2
Damage 10

Beam Type ___
Firing Chart ___
Maximum Power ___
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ___
Firing Chart ___
Power To Arm ___
Damage ___

Type	Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S [✓ A]												
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S [✓ A]												
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S A]												
GBL-8	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S A]												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P F] S A												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F S] A												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
GP-2	■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S [✓ A]												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
	☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE 6SN SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 13

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

TURN #1
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #2
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #3
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #4
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #5
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #6
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #7
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #8
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #9
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #10
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #11
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

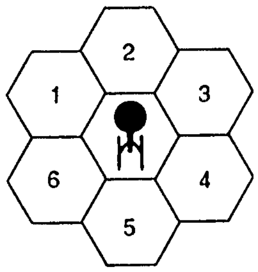
TURN #12
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______	TURN #5 ______	TURN # 9 ______
#2 ______	#6 ______	#10 ______
#3 ______	#7 ______	#11 ______
#4 ______	#8 ______	#12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

ENGINEERING GRIDS

SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 680

0–19%	20–39%	40–59%	60–69%	70 % +
0	-1	-2	-5	NO
	-10%	-20%	-50%	FIRING

PERCENT CASUALTIES TRACK

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	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

FASA
CORPORATION

MASTER CONTROL PANEL

Race GORN
Vessel Class MD-8c
Vessel Name
D 95.8
WDF 34.7

Captain's Name
Captain's Skill Rating
Crew Efficiency Rating

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type GID-2

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

WARP ENGINE PORT POWER TRACK

Type GWD-2

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

WARP ENGINE STARBOARD POWER TRACK

Type GWD-2

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	42											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/2												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: Q SUPERSTRUCTURE: P WARP SPEED ___

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type GBL-4	Missile Type GP-3
Firing Chart P	Firing Chart O
Maximum Power 5	Power To Arm 2
Damage Modifiers +3(1-6) +2(7-12) +1(13-18)	Damage 8
Beam Type	Missile Type
Firing Chart	Firing Chart
Maximum Power	Power To Arm
Damage Modifiers +3(–) +2(–) +1(–)	Damage

	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] [✓ F] S A												
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] [✓ F] S A												
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] [✓ S] A												
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] [✓ S] A												
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S [✓ A]												
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	[✓ P] F S [✓ A]												
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] [✓ A]												
Type GBL-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P F [✓ S] [✓ A]												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type GP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type GP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type GP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	P [✓ F] S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												
Type ___ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE 6SK SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 12

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

DAMAGE CHART A B [✓ C]

TURN #1 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #2 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #3 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #4 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #5 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #6 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #7 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #8 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #9 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #10 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

TURN #11 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

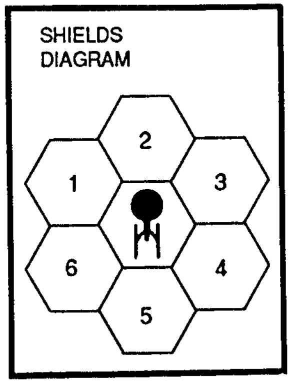
TURN #12 FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE POINT RECORD

TURN #1 ______
#2 ______
#3 ______
#4 ______
TURN #5 ______
#6 ______
#7 ______
#8 ______
TURN # 9 ______
#10 ______
#11 ______
#12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-4	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 170

0–19%	20–39%	40–59%	60–69%	70% +
0	–1	–2	–5	NO
	–10%	–20%	–50%	FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *GORN*
Vessel Class *MA-12D*
Vessel Name ____
D *78.6*
WDF *32.4*
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *GIB-3*

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

WARP ENGINE PORT POWER TRACK

Type *GWD-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

WARP ENGINE STARBOARD POWER TRACK

Type *GWD-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	36											
Power To Movement Movement Point Ratio *4/1*												
Power To Shields Shield Point Ratio *1/2*												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: *0* SUPERSTRUCTURE: *6* WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type *GBL-7*
Firing Chart *R*
Maximum Power *5*
Damage Modifiers +3(*1-6*) +2(*7-12*) +1(*13-16*)

Missile Type *GP-2*
Firing Chart *K*
Power To Arm *2*
Damage *10*

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type *GBL-7* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *GBL-7* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *GBL-7* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *GBL-7* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *GBL-7* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *GBL-7* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *GP-2* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type *GP-2* ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE 6SH SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 10

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #2
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #3
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #4
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #5
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #6
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #7
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #8
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #9
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #10
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #11
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

TURN #12
FORWARD AFT
SHIELD #1 #2 #3 #4 #5 #6
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

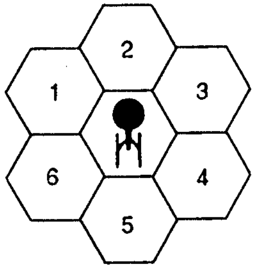
DAMAGE POINT RECORD

TURN #1 ______
#2 ______
#3 ______
#4 ______

TURN #5 ______
#6 ______
#7 ______
#8 ______

TURN # 9 ______
#10 ______
#11 ______
#12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 136

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race GORN
Vessel Class SS-3A
Vessel Name ____
D 58.6
WDF 21.5
Captain's Name ____
Captain's Skill Rating ____
Crew Efficiency Rating ____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type GIB-3

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

WARP ENGINE PORT POWER TRACK

Type GWC-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

WARP ENGINE STARBOARD POWER TRACK

Type GWC-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	36											
Power To Movement Movement Point Ratio 4/1												
Power To Shields Shield Point Ratio 1/1												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: M SUPERSTRUCTURE: 0 WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type GBL-3
Firing Chart K
Maximum Power 3
Damage Modifiers +3(1-5) +2(6-10) +1(11-15)

Missile Type GP-3
Firing Chart 0
Power To Arm 2
Damage 8

Beam Type ____
Firing Chart ____
Maximum Power ____
Damage Modifiers +3(-) +2(-) +1(-)

Missile Type ____
Firing Chart ____
Power To Arm ____
Damage ____

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type GBL-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type GBL-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] S A												
Type GBL-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type GBL-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] [✓ S] A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type GP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type GP-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE GSG SHIELD POINT RATIO 1/1 MAXIMUM SHIELD POWER 12

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #2

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #3

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #4

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #5

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #6

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #7

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #8

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #9

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #10

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

TURN #11

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

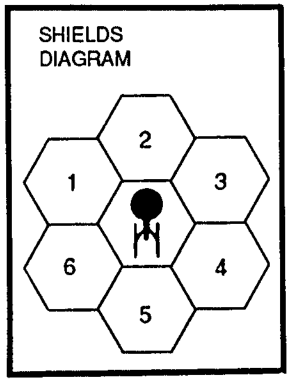
TURN #12

		FORWARD				AFT		
	SHIELD #1	#2	#3		#4	#5	#6	
1	☐☐☐	☐☐☐	☐☐☐	1	☐☐☐	☐☐☐	☐☐☐	1
2	☐☐☐	☐☐☐	☐☐☐	2	☐☐☐	☐☐☐	☐☐☐	2
3	☐☐☐	☐☐☐	☐☐☐	3	☐☐☐	☐☐☐	☐☐☐	3
4	☐☐☐	☐☐☐	☐☐☐	4	☐☐☐	☐☐☐	☐☐☐	4
5	☐☐☐	☐☐☐	☐☐☐	5	☐☐☐	☐☐☐	☐☐☐	5
6	☐☐☐	☐☐☐	☐☐☐	6	☐☐☐	☐☐☐	☐☐☐	6
7	☐☐☐	☐☐☐	☐☐☐	7	☐☐☐	☐☐☐	☐☐☐	7
8	☐☐☐	☐☐☐	☐☐☐	8	☐☐☐	☐☐☐	☐☐☐	8
9	☐☐☐	☐☐☐	☐☐☐	9	☐☐☐	☐☐☐	☐☐☐	9
10	☐☐☐	☐☐☐	☐☐☐	10	☐☐☐	☐☐☐	☐☐☐	10
11	☐☐☐	☐☐☐	☐☐☐	11	☐☐☐	☐☐☐	☐☐☐	11
12	☐☐☐	☐☐☐	☐☐☐	12	☐☐☐	☐☐☐	☐☐☐	12
13	☐☐☐	☐☐☐	☐☐☐	13	☐☐☐	☐☐☐	☐☐☐	13
14	☐☐☐	☐☐☐	☐☐☐	14	☐☐☐	☐☐☐	☐☐☐	14
15	☐☐☐	☐☐☐	☐☐☐	15	☐☐☐	☐☐☐	☐☐☐	15
16	☐☐☐	☐☐☐	☐☐☐	16	☐☐☐	☐☐☐	☐☐☐	16
17	☐☐☐	☐☐☐	☐☐☐	17	☐☐☐	☐☐☐	☐☐☐	17
18	☐☐☐	☐☐☐	☐☐☐	18	☐☐☐	☐☐☐	☐☐☐	18
19	☐☐☐	☐☐☐	☐☐☐	19	☐☐☐	☐☐☐	☐☐☐	19
20	☐☐☐	☐☐☐	☐☐☐	20	☐☐☐	☐☐☐	☐☐☐	20

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____	TURN #5 ____	TURN #9 ____
#2 ____	#6 ____	#10 ____
#3 ____	#7 ____	#11 ____
#4 ____	#8 ____	#12 ____



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD* HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 100

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ORION
Vessel Class LIGHTNING MODEL 1
Vessel Name ____________
D 81.4
WDF 18.0

Captain's Name ____________
Captain's Skill Rating ____________
Crew Efficiency Rating ____________

ENGINEERING DISPLAY

Type OIB-3

IMPULSE ENGINE POWER TRACK

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

Type OWA-1

WARP ENGINE PORT POWER TRACK

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

Type OWA-1

WARP ENGINE STARBOARD POWER TRACK

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	33											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/3												
Power To Weapons												
Power to Cloak Points To Power ____												

HELM DISPLAY

STRESS CHARTS
ENGINE: G SUPERSTRUCTURE: F WARP SPEED ____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type OD-3
Firing Chart R
Maximum Power 4
Damage Modifiers +3(–) +2(–) +1(1 – 16)

Missile Type ____________
Firing Chart ____________
Power To Arm ____________
Damage ____________

Beam Type ____________
Firing Chart ____________
Maximum Power ____________
Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ____________
Firing Chart ____________
Power To Arm ____________
Damage ____________

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type OD-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] A												
Type OD-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] A												
Type OD-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] A												
Type OD-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] F S A												
Type OD-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F [✓ S] A												
Type OD-3 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ____ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

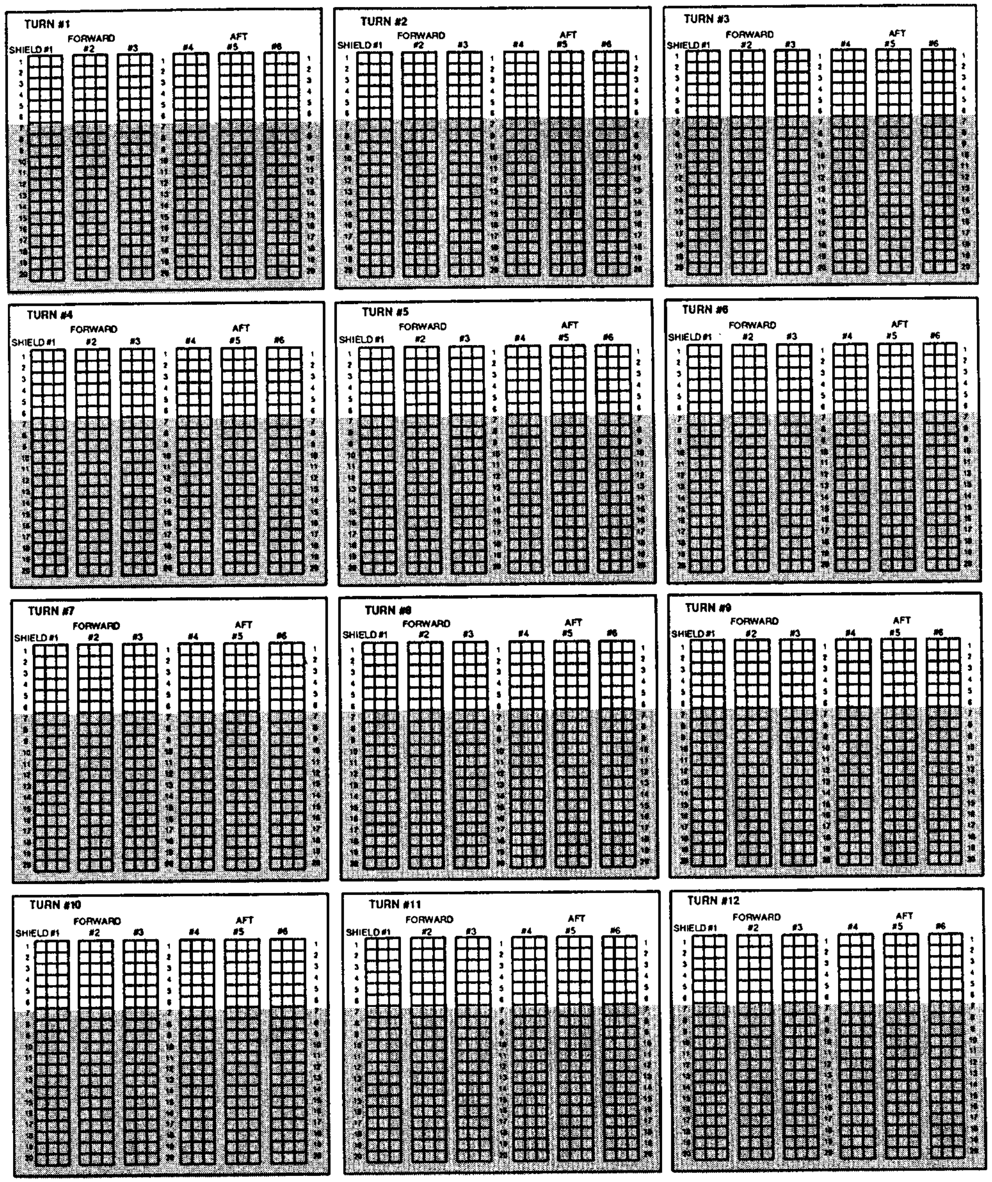
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE OSF SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 6

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12



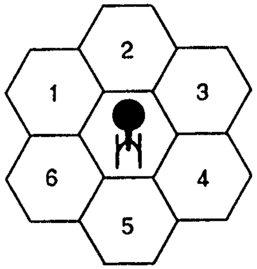
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ______ TURN #5 ______ TURN # 9 ______
#2 ______ #6 ______ #10 ______
#3 ______ #7 ______ #11 ______
#4 ______ #8 ______ #12 ______

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT*	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 23

CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race ORION

Vessel Class WANDERER MODEL A

Vessel Name ______

D 148.0

WDF 38.2

Captain's Name ______

Captain's Skill Rating ______

Crew Efficiency Rating ______

WEAPONS DISPLAY

Beam Type OD-4	Missile Type FP-1
Firing Chart T	Firing Chart L
Maximum Power 6	Power To Arm 1
Damage Modifiers +3(–) +2(1-18) +1(–)	Damage 10
Beam Type ______	Missile Type ______
Firing Chart ______	Firing Chart ______
Maximum Power ______	Power To Arm ______
Damage Modifiers +3(–) +2(–) +1(–)	Damage ______

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type OD-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] [✓ A]												
Type OD-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] [✓ A]												
Type OD-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] [✓ A]												
Type OD-4 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc [✓ P] [✓ F] [✓ S] [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type FP-1 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FP-1 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P [✓ F] S A												
Type FP-1 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type FP-1 ■ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S [✓ A]												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												
Type ______ ☐ OPER ☐ DMGD ☐ REPD ☐ INOP	Firing Arc P F S A												

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type OIB-3

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

WARP ENGINE PORT POWER TRACK

Type OWA-2

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

WARP ENGINE STARBOARD POWER TRACK

Type OWA-2

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	37											
Power To Movement Movement Point Ratio 3/1												
Power To Shields Shield Point Ratio 1/4												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: F WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

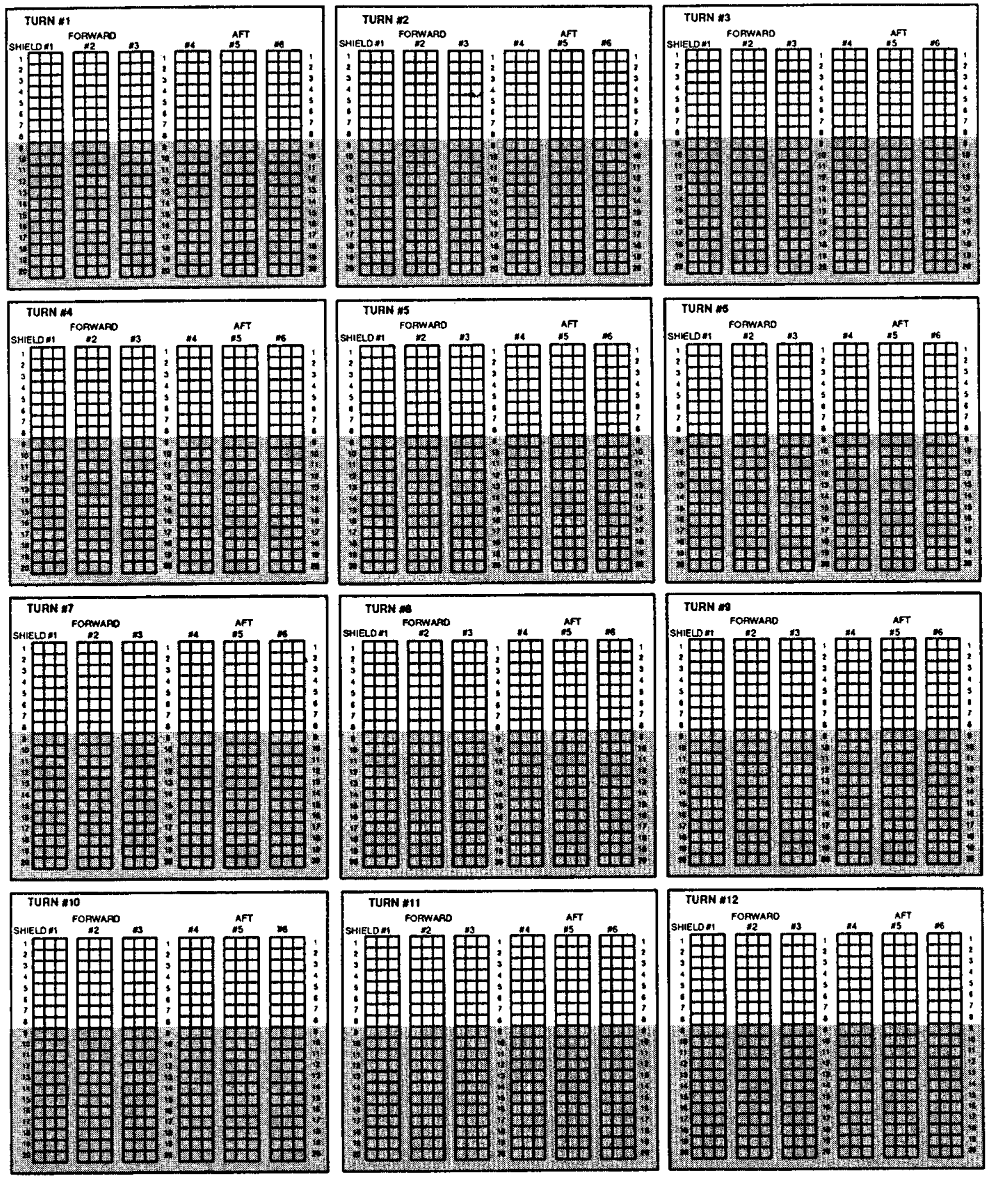
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE OSJ SHIELD POINT RATIO 1 / 4 MAXIMUM SHIELD POWER 8

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

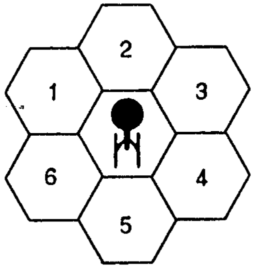


DAMAGE CHART A [✓ B] C

DAMAGE POINT RECORD

TURN #1 ________ TURN #5 ________ TURN #9 ________
#2 ________ #6 ________ #10 ________
#3 ________ #7 ________ #11 ________
#4 ________ #8 ________ #12 ________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD* HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 102

0–19%	20–39%	40–59%	60–69%	70 % +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race *INDEPENDENT*
Vessel Class *MONARCH MK xxx*
Vessel Name ____________
D *UNLOADED 70.5* *LOADED 58.5*
WDF *0.0*
Captain's Name ____________
Captain's Skill Rating ____________
Crew Efficiency Rating ____________

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type *FIF-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

WARP ENGINE PORT POWER TRACK

Type *FWE-2*

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

WARP ENGINE STARBOARD POWER TRACK

Type *FWE-2*

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	38											
Power To Movement Movement Point Ratio __/__ *UNLOADED 4/1* *LOADED 7/1*												
Power To Shields Shield Point Ratio *1 / 2*												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS
ENGINE: *G* SUPERSTRUCTURE: *K* WARP SPEED ______

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type ____________
Firing Chart ____________
Maximum Power ____________
Damage Modifiers +3(–) +2(–) +1(–)
Missile Type ____________
Firing Chart ____________
Power To Arm ____________
Damage ____________

Beam Type ____________
Firing Chart ____________
Maximum Power ____________
Damage Modifiers +3(–) +2(–) +1(–)
Missile Type ____________
Firing Chart ____________
Power To Arm ____________
Damage ____________

		TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												
Type ______ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F A S												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSN SHIELD POINT RATIO 1 / 2 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

TURN #11

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

TURN #12

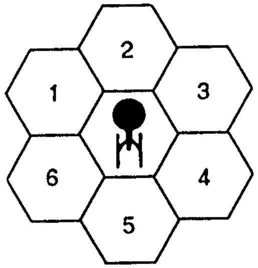
	FORWARD			AFT		
	SHIELD #1	#2	#3	#4	#5	#6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1		TURN #5		TURN # 9	
#2		#6		#10	
#3		#7		#11	
#4		#8		#12	

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW 16

0–19%	20–39%	40–59%	60–69%	70% +
0	–1 –10%	–2 –20%	–5 –50%	NO FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION

MASTER CONTROL PANEL

Race FEDERATION

Vessel Class LOTUS FLOWER MKXII

Vessel Name ____________

D UNLOADED 96.1 LOADED 67.6

WDF 0

Captain's Name ____________

Captain's Skill Rating ____________

Crew Efficiency Rating ____________

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type FIB-3

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

WARP ENGINE PORT POWER TRACK

Type FWE-2

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

WARP ENGINE STARBOARD POWER TRACK

Type ____________

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	18											
Power To Movement Movement Point Ratio __/__ UNLOADED 3/1 LOADED 7/1												
Power To Shields Shield Point Ratio __/__												
Power To Weapons												
Power to Cloak Points To Power ___												

HELM DISPLAY

STRESS CHARTS

ENGINE: F SUPERSTRUCTURE: J WARP SPEED ______

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSORS STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type ____________

Firing Chart ____________

Maximum Power ____________

Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ____________

Firing Chart ____________

Power To Arm ____________

Damage ____________

Beam Type ____________

Firing Chart ____________

Maximum Power ____________

Damage Modifiers +3(–) +2(–) +1(–)

Missile Type ____________

Firing Chart ____________

Power To Arm ____________

Damage ____________

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type ____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												

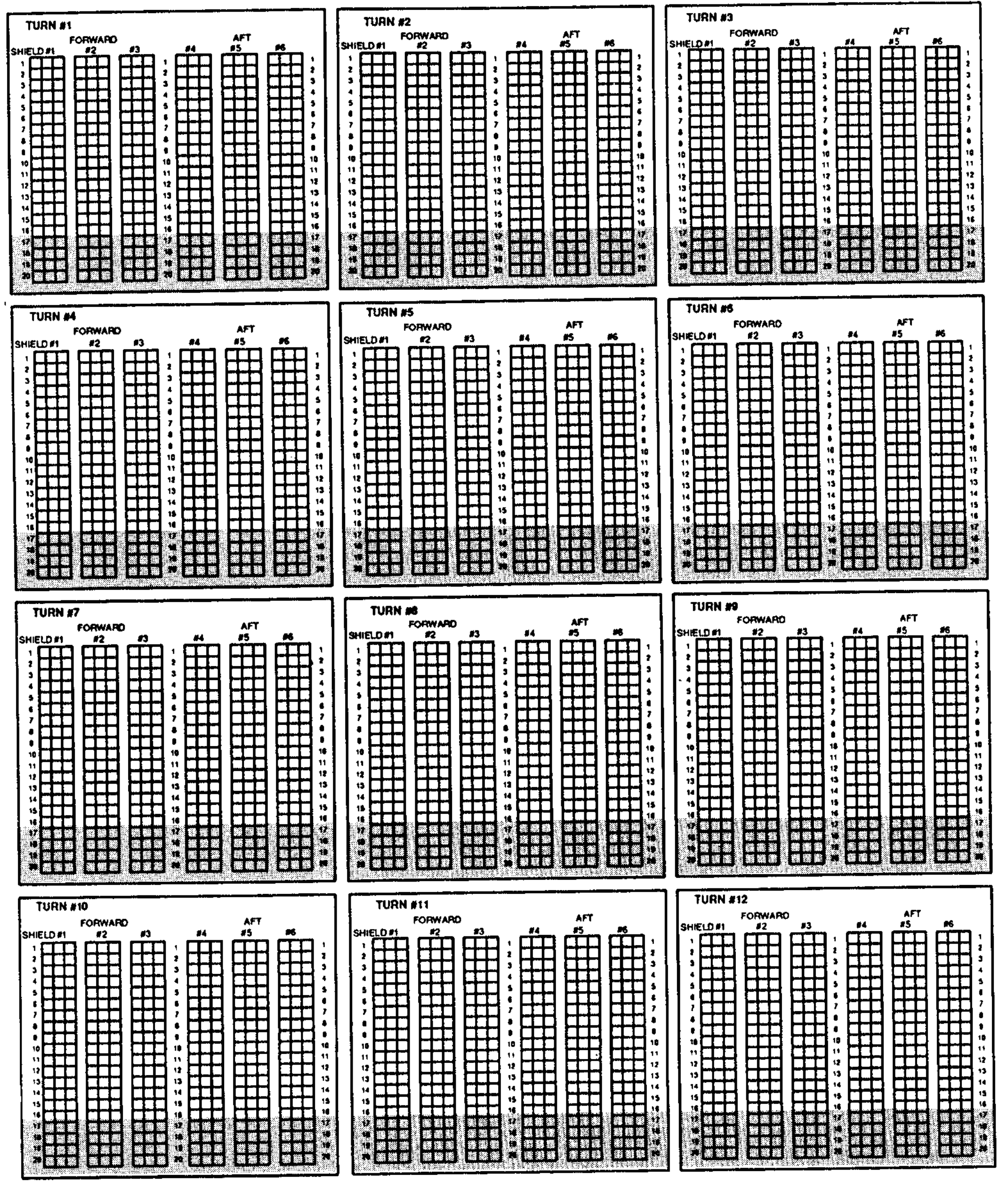
DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE FSL SHIELD POINT RATIO 1 / 3 MAXIMUM SHIELD POWER 16

SHIELD POINTS AVAILABLE

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12



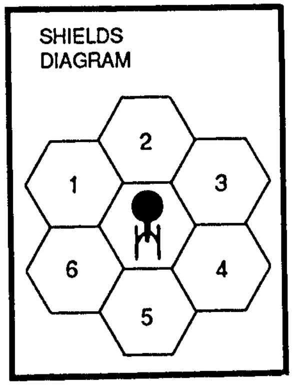
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

DAMAGE CHART A B [✓ C]

DAMAGE POINT RECORD

TURN #1 ____________ TURN #5 ____________ TURN # 9 ____________
#2 ____________ #6 ____________ #10 ____________
#3 ____________ #7 ____________ #11 ____________
#4 ____________ #8 ____________ #12 ____________

SHIELDS DIAGRAM



SYSTEMS REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
SHIELD #1	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#2	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#3	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#4	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#5	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
#6	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
ENGINEERING GRIDS					
SHIELDS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
WEAPONS	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT
MANEUVER	☐ 1-8	☐ 1-6	☐ 1-4	☐ 1-2	☐ OUT

SUPERSTRUCTURE DAMAGE TRACK

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	51	52	53	54	55	56	57	58	59	60

CREW 81

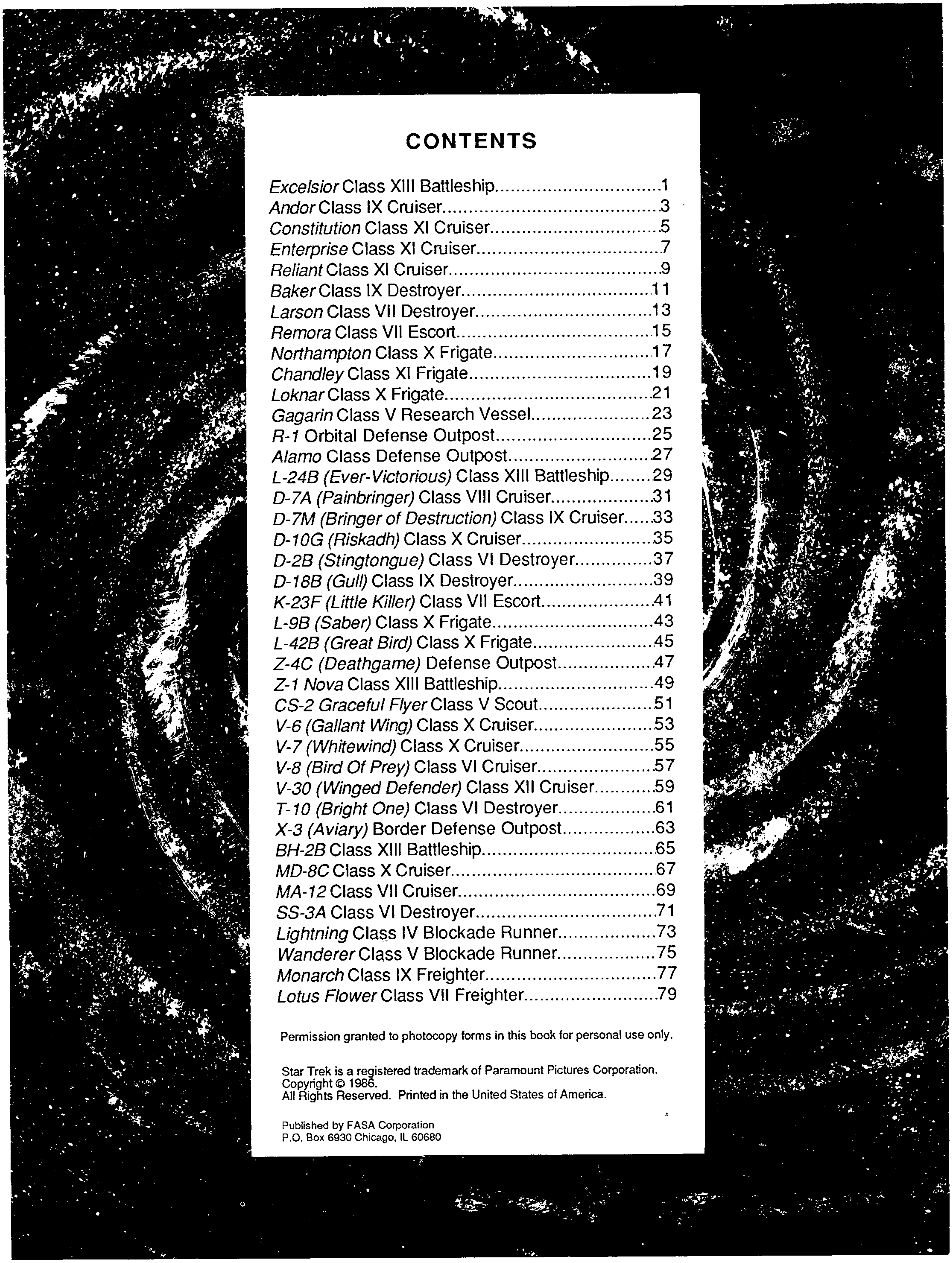
CASUALTY MODIFIER TRACK

0–19%	20–39%	40–59%	60–69%	70% +
0	–1	–2	–5	NO
	–10%	–20%	–50%	FIRING

PERCENT CASUALTIES TRACK

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	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

FASA CORPORATION



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