

Master Control Panel

Impulse Engine

Vessel Name

Vessel Class

Captain's Name _____

Race

Type _____	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
------------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Warp Engine #1

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
------------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Warp Engine #2

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
------	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----



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

Total Power

Units Available

Power to Movement

Movement Point Ratio ____/____

Power to Shields

Shield Point Ratio ____ / ____

Power to Weapons

Helm Display

Movement Points

Current Warp Speed

Weapons Display

[illegible]

Permission granted to photocopy this page for personal use only

Damage Control Display

Shield Type _____

Shield Point Ratio _____ / _____

Maximum Shield Power _____

Shield Points Available

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

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

% of Casualties

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

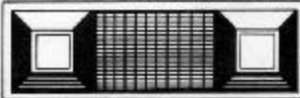
Sensors

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

Permission granted to photocopy this page for personal use only.

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

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

13 14 15 16 17 18 19 20 21 22 23 24 25

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

13 14 15 16 17 18 19 20 21 22 23 24 25

Beam Weapons

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

Missile Weapons

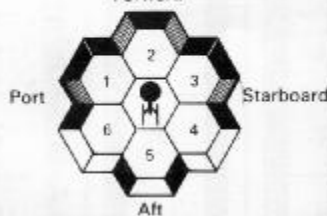
Type	Power	To Arm	Dmg	Firing Chart
Arc F P S A	DMGD	UN ARMED	ARMED	
Arc F P S A	DMGD	UN ARMED	ARMED	
Arc F P S A	DMGD	UN ARMED	ARMED	
Arc F P S A	DMGD	UN ARMED	ARMED	

Shields

Type _____ Shield Point Ratio _____

Maximum Shield Power

Forward



Port

Starboard

Aft

Sensors

DMGD 2 DMGD 1 OPER LOCK

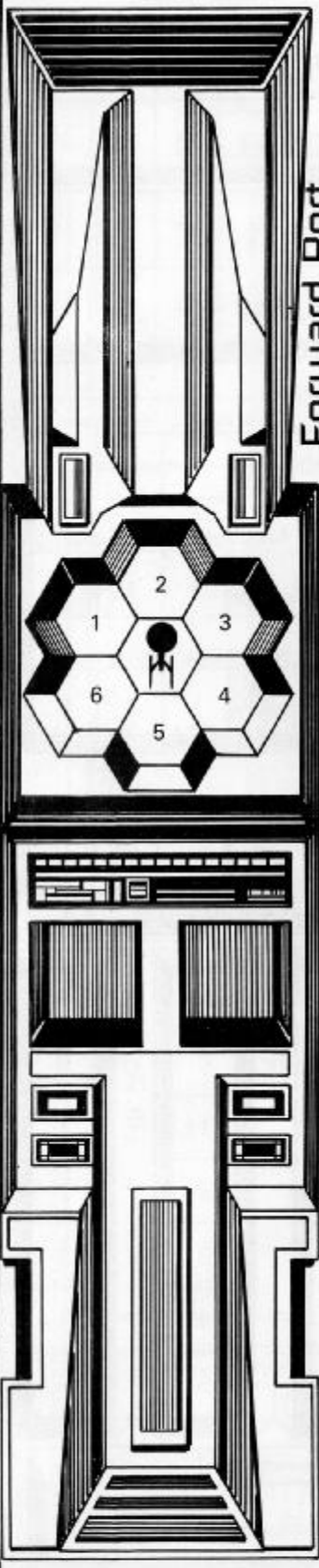


1	2	3	4	5	6
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5

Superstructure Damage

Permission granted to photocopy this page for personal use only.

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



Deflector Shields

Shield Type _____ Maximum Power _____ Shield Point Ratio _____

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

Permission granted to photocopy this page for personal use only.

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

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

13 14 15 16 17 18 19 20 21 22 23 24 25

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

13 14 15 16 17 18 19 20 21 22 23 24 25

Beam Weapons

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

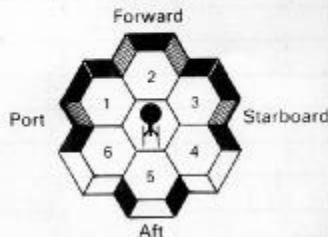
Missile Weapons

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

Shields

Type _____ Shield Point Ratio _____

Maximum Shield Power: _____



Sensors

DMGD 2 DMGD 1 OPER LOCK

1	2	3	4	5	6
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5

Superstructure Damage

Permission granted to photocopy this page for personal use only.

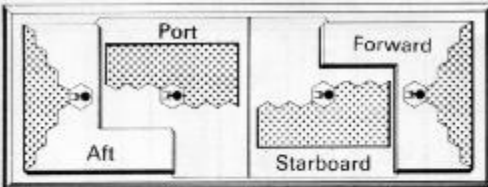
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

Helm

Movement Pts Available Track

Movement Points Ratio ____ / ____

Firing Arcs



Arcs Overlap

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

Current Warp Speed

Engine Stress
Superstructure Stress

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

Firing Charts

Range	Beam Weapon Type		Beam Weapon Type		Beam Weapon Type		Beam Weapon Type		Missile Weapon Type		Missile Weapon Type	
	Power	Range	Power	Range	Power	Range	Power	Range	Power	Range	Power	Range
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												
20												
21												
22												
23												
24												

Permission granted to photocopy this page for personal use only.

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

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

13 14 15 16 17 18 19 20 21 22 23 24 25

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

13 14 15 16 17 18 19 20 21 22 23 24 25

Beam Weapons

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

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

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

Missile Weapons

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

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

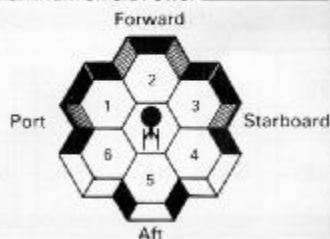
Type	Power	To Arm	Dmg	Firing Chart
Arc F P S A	DMGD	UN ARMED	ARMED	

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

Shields

Type _____ Shield Point Ratio _____

Maximum Shield Power _____



Sensors

DMGD 2 DMGD 1 OPER LOCK



1	2	3	4	5	6
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5

Superstructure Damage

Permission granted to photocopy this page for personal use only.

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

ENGINEERING PANEL

Impulse Engine

Type _____

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

Warp Engine 1
Power

Type _____

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Warp Engine 2
Power

Type _____

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

Total Power Units Available

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Power to Movement

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Power to Weapons

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

Power to Shields

10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23																																																				
0	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26																																																				
0	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26																																																				
							0	1	2	3	4	5	6	7	8	9																																																				
5	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41																																																				
7	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73																																																				
Movement Point Ratio 							<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr> <td>0</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td> </tr> <tr> <td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td> </tr> <tr> <td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td>68</td><td>69</td><td>70</td><td>71</td><td>72</td><td>73</td> </tr> </table>										0	1	2	3	4	5	6	7	8	9	0	/	/	/	/	/	/	/	/	/	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73
0	1	2	3	4	5	6	7	8	9																																																											
0	/	/	/	/	/	/	/	/	/																																																											
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41																																																					
58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73																																																					
							0	1	2	3	4	5	6	7	8	9																																																				
5	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41																																																				
7	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73																																																				
Shield Point Ratio 							<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td> </tr> <tr> <td>0</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td> </tr> <tr> <td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td><td>41</td> </tr> <tr> <td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td><td>67</td><td>68</td><td>69</td><td>70</td><td>71</td><td>72</td><td>73</td> </tr> </table>										0	1	2	3	4	5	6	7	8	9	0	/	/	/	/	/	/	/	/	/	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73
0	1	2	3	4	5	6	7	8	9																																																											
0	/	/	/	/	/	/	/	/	/																																																											
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41																																																					
58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73																																																					

Permission granted to photocopy this page for personal use only.

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

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

13 14 15 16 17 18 19 20 21 22 23 24 25

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

13 14 15 16 17 18 19 20 21 22 23 24 25

Beam Weapons

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Type _____ Power Range _____ Firing Chart _____

Arc F P S A

DMGD	UN	1	2	3
DMGD	ARMED	1	2	3

Missile Weapons

Power Firing
Type To Arm Dmg Chart

Arc F P S A

DMGD	UN	ARMED
------	----	-------

Power Firing
Type To Arm Dmg Chart

Arc F P S A

DMGD	UN	ARMED
------	----	-------

Power Firing
Type To Arm Dmg Chart

Arc F P S A

DMGD	UN	ARMED
------	----	-------

Power Firing
Type To Arm Dmg Chart

Arc F P S A

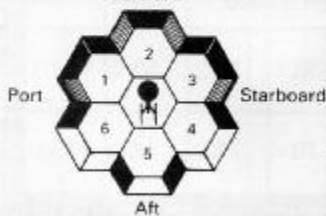
DMGD	UN	ARMED
------	----	-------

Shields

Type _____ Shield Point Ratio _____ / _____

Maximum Shield Power

Forward



Sensors

DMGD	DMGD	OPER	LOCK
2	1		

1	2	3	4	5	6
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5

Superstructure Damage

Permission granted to photocopy this page for personal use only.

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

Weapons Systems Panel

Weapon Type
and Bearing

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

1	DMGD	UN ARMED	ARM	3	DMGD	UN ARMED	ARM	5	DMGD	UN ARMED	ARM
Type	Bearing		F P S A	Type	Bearing		F P S A	Type	Bearing		F P S A
2	DMGD	UN ARMED	ARM	4	DMGD	UN ARMED	ARM	6	DMGD	UN ARMED	ARM
Type	Bearing		F P S A	Type	Bearing		F P S A	Type	Bearing		F P S A

Permission granted to photocopy this page for personal use only.

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

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

13 14 15 16 17 18 19 20 21 22 23 24 25

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

13 14 15 16 17 18 19 20 21 22 23 24 25

Beam Weapons

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Type	Power	Range	Firing Chart
DMGD	UN ARMED	1	2 3

Missile Weapons

Type	Power	To Arm	Dmg	Firing Chart
DMGD	UN ARMED	ARMED		

Type	Power	To Arm	Dmg	Firing Chart
DMGD	UN ARMED	ARMED		

Type	Power	To Arm	Dmg	Firing Chart
DMGD	UN ARMED	ARMED		

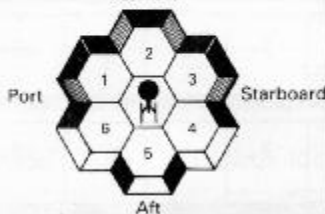
Type	Power	To Arm	Dmg	Firing Chart
DMGD	UN ARMED	ARMED		

Shields

Type _____ Shield Point Ratio _____ / _____

Maximum Shield Power _____

Forward



Sensors

DMGD 2 DMGD 1 OPER LOCK

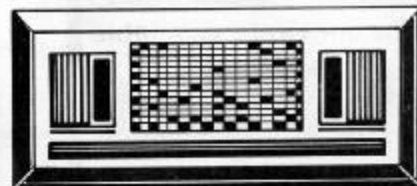
1	2	3	4	5	6
DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
0	0	0	0	0	0
1	1	1	1	1	1
2	2	2	2	2	2
3	3	3	3	3	3
4	4	4	4	4	4
5	5	5	5	5	5

Superstructure Damage

Permission granted to photocopy this page for personal use only.

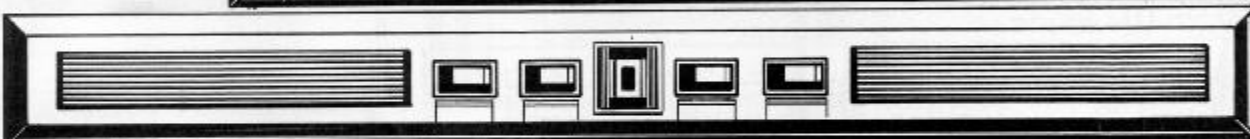
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

DAMAGE CONTROL PANEL



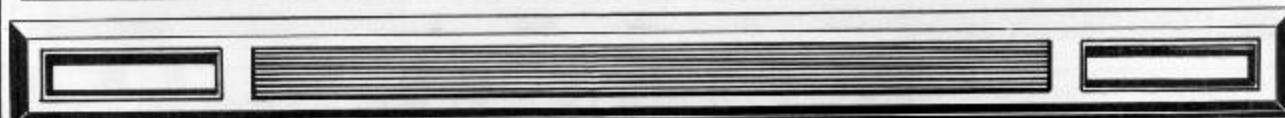
Sensors

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



Superstructure Damage

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



Crew: _____

Percent of Casualties

Tens <i>Die Roll Modifications</i>	0 None	10 +1	20 +2	30 +3	40 +4	50 +5	60 +6	70 +7	80 +8	90 +9
	Ones									
	0	1	2	3	4	5	6	7	8	9
Tenths	0	.1	.2	.3	.4	.5	.6	.7	.8	.9

Permission granted to photocopy this page for personal use only.

TACTICAL DISPLAY

Power Units Available



Movement Points Available

Movement Point Ratio: _____

Stress Charts: _____

Current Warp Speed: _____

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

13 14 15 16 17 18 19 20 21 22 23 24 25

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

13 14 15 16 17 18 19 20 21 22 23 24 25

Beam Weapons

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

Missile Weapons

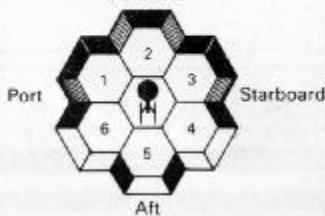
Type	Power	To Arm	Dmg	Firing Chart
Arc F P S A	DMGD	UN ARMED	ARMED	
Arc F P S A	DMGD	UN ARMED	ARMED	
Arc F P S A	DMGD	UN ARMED	ARMED	
Arc F P S A	DMGD	UN ARMED	ARMED	

Shields

Type _____ Shield Point Ratio _____ / _____

Maximum Shield Power _____

Forward



Sensors

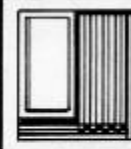
DMGD 2 DMGD 1 OPER LOCK

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

Superstructure Damage

Permission granted to photocopy this page for personal use only.

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

DETAILED DAMAGE CHART A ENGINES FORWARD					
DIE ROLL FORWARD PORT SHIELD Shield 1		DIE ROLL FORWARD SHIELD Shield 2		DIE ROLL FORWARD STARBOARD SHIELD Shield 3	
1	Shield Generator Damaged	1	Shield Generator Damaged (.5)	1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)	2	Beam Weapon Damaged	2	Beam Weapon Damaged (.5)
3	Port Warp Engine	3	Missile Weapon Damaged (.5)	3	Starboard Warp Engine
4	Port Warp Engine	4	Port Warp Engine	4	Starboard Warp Engine
5	Port Warp Engine	5	Starboard Warp Engine	5	Starboard Warp Engine
6	Port Warp Engine	6	Superstructure (1)	6	Starboard Warp Engine
7	Superstructure (1)	7	Superstructure (2)	7	Superstructure (1)
8	Superstructure (2)	8	Sensors Damaged	8	Superstructure (2)
9	Sensors Damaged	9	Bridge Hit	9	Sensors Damaged
10	Bridge Hit	10	Bridge Hit	10	Bridge Hit
DIE ROLL AFT PORT SHIELD Shield 6		DIE ROLL AFT SHIELD Shield 5		DIE ROLL AFT STARBOARD SHIELD Shield 4	
1	Shield Generator Damaged	1	Shield Generator Damaged	1	Shield Generator Damaged
2	Beam Weapon Damaged	2	Missile Weapon Damaged (.5)	2	Beam Weapon Damaged
3	Port Warp Engine	3	Port Warp Engine	3	Starboard Warp Engine
4	Impulse Engine (.2)	4	Starboard Warp Engine	4	Impulse Engine (.2)
5	Superstructure (.2)	5	Impulse Engine	5	Superstructure (.2)
6	Superstructure (1)	6	Superstructure (1)	6	Superstructure (1)
7	Superstructure (1)	7	Superstructure (2)	7	Superstructure (1)
8	Superstructure (2)	8	Superstructure (3)	8	Superstructure (2)
9	Superstructure (2)	9	Tractor Beam Damaged	9	Superstructure (2)
10	Superstructure (5)	10	Engineering Out	10	Superstructure (5)
DETAILED DAMAGE CHART B ENGINES AMIDSHIPS					
DIE ROLL FORWARD PORT SHIELD Shield 1		DIE ROLL FORWARD SHIELD Shield 2		DIE ROLL FORWARD STARBOARD SHIELD Shield 3	
1	Shield Generator Damaged	1	Shield Generator Damaged	1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)	2	Beam Weapon Damaged	2	Beam Weapon Damaged (.5)
3	Port Warp Engine	3	Missile Weapon Damaged (.5)	3	Starboard Warp Engine
4	Port Warp Engine	4	Superstructure (1)	4	Starboard Warp Engine
5	Port Warp Engine	5	Superstructure (1)	5	Starboard Warp Engine
6	Superstructure (.2)	6	Superstructure (2)	6	Superstructure (.2)
7	Superstructure (1)	7	Superstructure (2)	7	Superstructure (1)
8	Superstructure (2)	8	Sensors Damaged	8	Superstructure (2)
9	Sensors Damaged	9	Bridge Hit	9	Sensors Damaged
10	Bridge Hit	10	Bridge Hit	10	Bridge Hit
DIE ROLL AFT PORT SHIELD Shield 6		DIE ROLL AFT SHIELD Shield 5		DIE ROLL AFT STARBOARD SHIELD Shield 4	
1	Shield Generator Damaged	1	Shield Generator Damaged	1	Shield Generator Damaged
2	Beam Weapon Damaged	2	Missile Weapon Damaged (.5)	2	Beam Weapon Damaged
3	Port Warp Engine	3	Starboard Warp Engine	3	Starboard Warp Engine
4	Port Warp Engine	4	Port Warp Engine	4	Starboard Warp Engine
5	Port Warp Engine	5	Impulse Engine	5	Starboard Warp Engine
6	Impulse Engine (.2)	6	Superstructure (1)	6	Impulse Engine (.2)
7	Superstructure (1)	7	Superstructure (1)	7	Superstructure (1)
8	Superstructure (2)	8	Superstructure (3)	8	Superstructure (2)
9	Superstructure (2)	9	Tractor Beam Damaged	9	Superstructure (2)
10	Superstructure (5)	10	Engineering Out	10	Superstructure (5)
DETAILED DAMAGE CHART C ENGINES AFT					
DIE ROLL FORWARD PORT SHIELD Shield 1		DIE ROLL FORWARD SHIELD Shield 2		DIE ROLL FORWARD STARBOARD SHIELD Shield 3	
1	Shield Generator Damaged	1	Shield Generator Damaged (.5)	1	Shield Generator Damaged
2	Beam Weapon Damaged	2	Beam Weapon Damaged	2	Beam Weapon Damaged
3	Port Warp Engine	3	Missile Weapon Damaged (.5)	3	Starboard Warp Engine
4	Superstructure (.2)	4	Superstructure (1)	4	Superstructure (.2)
5	Superstructure (1)	5	Superstructure (2)	5	Superstructure (1)
6	Superstructure (2)	6	Superstructure (2)	6	Superstructure (2)
7	Superstructure (2)	7	Superstructure (3)	7	Superstructure (2)
8	Superstructure (5)	8	Sensors Damaged	8	Superstructure (5)
9	Sensors Damaged	9	Bridge Hit	9	Sensors Damaged
10	Bridge Hit	10	Bridge Hit	10	Bridge Hit
DIE ROLL AFT PORT SHIELD Shield 6		DIE ROLL AFT SHIELD Shield 5		DIE ROLL AFT STARBOARD SHIELD Shield 4	
1	Shield Generator Damaged	1	Shield Generator Damaged	1	Shield Generator Damaged
2	Beam Weapon Damaged (.5)	2	Missile Weapon Damaged (.5)	2	Beam Weapon Damaged (.5)
3	Port Warp Engine	3	Starboard Warp Engine	3	Starboard Warp Engine
4	Port Warp Engine	4	Starboard Warp Engine	4	Starboard Warp Engine
5	Port Warp Engine	5	Port Warp Engine	5	Starboard Warp Engine
6	Impulse Engine (.2)	6	Port Warp Engine	6	Impulse Engine
7	Port Warp Engine	7	Impulse Engine	7	Starboard Warp Engine
8	Superstructure (1)	8	Superstructure (1)	8	Superstructure (1)
9	Superstructure (1)	9	Tractor Beam Damaged	9	Superstructure (1)
10	Superstructure (2)	10	Engineering Out	10	Superstructure (2)
 Shield Generator Damaged - Out for remainder of combat. 1 point of superstructure damage. Weapon Damaged - Out for remainder of combat. 1 point of superstructure damage. Warp Engine - Damage removed from Engine Power Track and Power Units Available Track. Impulse Engine - Damage removed from Engine Power Track and Power Units Available Track. Superstructure - Damage removed from Superstructure Damage Track. Sensors Damaged - Roll 1 die; 1-5 out for 1 game turn, 6-10 out for 2 game turns. 1 point of superstructure damage. Tractor Beam Damaged - Out for remainder of combat. 1 point of superstructure damage. Bridge Hit - Roll 2 dice for every 5 damage points or portion thereof. Consult table for effects. Skill and DEX rolls required. Engineering Out - No power to any other system. Skill Roll required to regain power. Casualties - Multiply number in parentheses by damage points in that shot to give % casualties. 					

Permission granted to photocopy this page for personal use only.

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

Permission granted to photocopy this page for personal use only.																									
SIMPLE DAMAGE												BRIDGE PERSONNEL SHAKEN													
LOCATION TABLE												Die Roll													
DIE ROLL RESULT												Officer Affected													
1	Superstructure	1	Superstructure	2	Superstructure	3	Superstructure	4	Deflector Shield	5	Weapon, Missile	1	No Effect	2	Science Officer	3	Science Officer	4	Science Officer	5	Science Officer	6	Science Officer	7	Science Officer
6	Weapon, Beam	7	Engine	8	Engine	9	Engine	10	Engine			10	Both Science Officer And Helmsman												
ROMULAN PLASMA WEAPON DAMAGE CHART												SYSTEM SHAKEN													
Range RL-1 RL-2 RL-3												Die Roll													
1	12	16	14	2	10	16	14	3	10	16	14	1	System Affected	2	System Affected	3	System Affected	4	System Affected	5	System Affected	6	System Affected	7	System Affected
8	2	10	12	9	8	10	12	10	8	10	12	10	Communications/Damage Control	11	Communications/Damage Control	12	Communications/Damage Control	13	Communications/Damage Control	14	Communications/Damage Control	15	Communications/Damage Control	16	Communications/Damage Control
15	15	15	15	15	15	15	15	15	15	15	15	15	Sensors	17	Sensors	18	Sensors	19	Sensors	20	Sensors	21	Sensors	22	Sensors
													Shields	23	Shields	24	Shields	25	Shields	26	Shields	27	Shields	28	Shields
													Helm	29	Helm	30	Helm	31	Helm	32	Helm	33	Helm	34	Helm
													Weapons	35	Weapons	36	Weapons	37	Weapons	38	Weapons	39	Weapons	40	Weapons
													Weapons	41	Weapons	42	Weapons	43	Weapons	44	Weapons	45	Weapons	46	Weapons
													Roll two times, divide roll by 2	47	Roll two times, divide roll by 2	48	Roll two times, divide roll by 2	49	Roll two times, divide roll by 2	50	Roll two times, divide roll by 2	51	Roll two times, divide roll by 2	52	Roll two times, divide roll by 2
													Roll three times, divide roll by 2	53	Roll three times, divide roll by 2	54	Roll three times, divide roll by 2	55	Roll three times, divide roll by 2	56	Roll three times, divide roll by 2	57	Roll three times, divide roll by 2	58	Roll three times, divide roll by 2
													Roll four times, divide roll by 2	59	Roll four times, divide roll by 2	60	Roll four times, divide roll by 2	61	Roll four times, divide roll by 2	62	Roll four times, divide roll by 2	63	Roll four times, divide roll by 2	64	Roll four times, divide roll by 2
													No effect	65	No effect	66	No effect	67	No effect	68	No effect	69	No effect	70	No effect

TURN STRESS CHART																
Chart	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Sub	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W7	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W9	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
W10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16