

SHIELDS

SHIELD TYPE _____

SHIELD POINT RATIO _____

MAXIMUM SHIELD POWER _____

DAMAGE CONTROL DISPLAY

SHIELD POINTS AVAILABLE

#1 #2 #3 #4 #5 #6 #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 _____

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

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

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

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

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

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

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

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

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

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

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

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

PERMISSION GRANTED TO PHOTOGRAPH FOR PERSONAL USE

FE95

SUPERSTRUCTURE DAMAGE TRACK

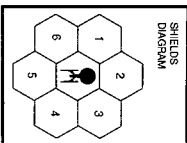
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21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

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

CASUALTY MODIFIER TRACK

0	-1%	-2%	-5%	-10%	-20%	-35%	-50%	-75%	-90%	-95%	-99%	-100%
NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO



SYSTEMS REPAIR STATUS

1ST	2ND	3RD	4TH	5TH
HIT	HIT	HIT	HIT	HIT
NO	NO	NO	NO	NO

SENSORS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

SHIELD #1

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

ENGINEERING GRIDS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

SHIELDS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

WEAPONS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

MANEUVER

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

CREW _____

SHIELDS

SHIELD TYPE _____ SHIELD POINT RATIO _____ / _____ MAXIMUM SHIELD POWER _____

SHIELD POINTS AVAILABLE

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

DAMAGE CONTROL DISPLAY

DAMAGE CHART A B C

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

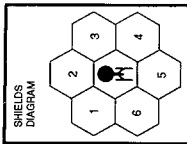
DAMAGE POINT RECORD

TURN #9 _____

TURN #10 _____

TURN #11 _____

TURN #12 _____



SYSTEMS REPAIR STATUS

1ST	2ND	3RD	4TH	5TH
SENSORS				
SHIELD #1				
#2				
#3				
#4				
#5				
#6				

ENGINEERING GRIDS

SHIELDS	WEAPONS	MANEUVER

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	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

CASUALTY MODIFIER TRACK

0	-1	-2	-3	NO	FRAG
0-10%	20-30%	40-50%	60-80%	80-90%	90-100%

CREW _____

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

F959

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

Deflector Shields

Shield Type _____ Maximum Power _____ Shield Point Ratio _____

Forward Port

Forward

Forward Starboard

Aft Starboard

Aft

Aft Port

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

SHIELDS

SHIELD TYPE _____ SHIELD POINT RATIO _____ MAXIMUM SHIELD POWER _____

SHIELD POINTS AVAILABLE

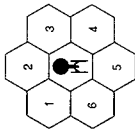
#1 #2 #3 #4 #5 #10 #11 #12

DAMAGE CONTROL DISPLAY

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	2ND	3RD	4TH	5TH
SENSORS	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4
SHIELD #5	SHIELD #6	SHIELD #7	SHIELD #8	SHIELD #9

1ST	2ND	3RD	4TH	5TH
SENSORS	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4
SHIELD #5	SHIELD #6	SHIELD #7	SHIELD #8	SHIELD #9

1ST	2ND	3RD	4TH	5TH
SENSORS	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4
SHIELD #5	SHIELD #6	SHIELD #7	SHIELD #8	SHIELD #9

1ST	2ND	3RD	4TH	5TH
SENSORS	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4
SHIELD #5	SHIELD #6	SHIELD #7	SHIELD #8	SHIELD #9

1ST	2ND	3RD	4TH	5TH
SENSORS	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4
SHIELD #5	SHIELD #6	SHIELD #7	SHIELD #8	SHIELD #9

1ST	2ND	3RD	4TH	5TH
SENSORS	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4
SHIELD #5	SHIELD #6	SHIELD #7	SHIELD #8	SHIELD #9

1ST	2ND	3RD	4TH	5TH
SENSORS	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4
SHIELD #5	SHIELD #6	SHIELD #7	SHIELD #8	SHIELD #9

ENGINEERING GRIDS

SHIELDS	WEAPONS	MANEUVER
1ST	2ND	3RD
4TH	5TH	6TH

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

0-10%	20-30%	40-50%	60-80%	70-80%
0	-1	-2	-5	NO

CREW

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

F95A

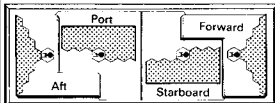
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Helm

Movement Pts Available Track

Movement Points Ratio ____ / ____

Firing Arcs



Arcs Overlap

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

Current Warp Speed

Engine Stress

Superstructure Stress

SUB
LIGHT

W1

W2

W3

W4

W5

W6

W7

W8

W9

W10

Firing Charts

Range	Beam Weapon		Beam Weapon		Beam Weapon		Beam Weapon		Missile Weapon		Missile Weapon	
	Type	Power Range	Type	Power Range	Type	Power Range	Type	Power Range	Type	Power to Arm	Type	Power to Arm
	To Hit	Dam. Mod.	To Hit	Dam. Mod.	To Hit	Dam. Mod.	To Hit	Dam. Mod.	To Hit		To Hit	
1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
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21												
22												
23												
24												

SHIELDS

SHIELD TYPE _____ SHIELD POINT RATIO _____ / _____ MAXIMUM SHIELD POWER _____

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

SHIELD POINTS AVAILABLE

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

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

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

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

DAMAGE CONTROL DISPLAY

DAMAGE CHART A B C

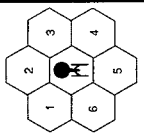
DAMAGE POINT RECORD

TURN #1 _____ TURN #5 _____ TURN #9 _____

#2 _____ #6 _____ #10 _____

#3 _____ #7 _____ #11 _____

#4 _____ #8 _____ #12 _____

SHIELDS
DIAGRAM

SYSTEMS REPAIR STATUS

Sensors	IST	AND	3RD	4TH	5TH
HIT					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					

ENGINEERING GRIDS

Shields	Weapons	Maneuver
HIT		
SHIELD #1		
#2		
#3		
#4		
#5		
#6		

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

CASUALTY MODIFIER TRACK

0-19%	20-39%	40-59%	60-79%	80%+
0	-1	-2	-3	NO
				FRING

CREW _____

PERCENT CASUALTIES TRACK

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

F950

PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE

ENGINEERING PANEL

Impulse Engine Power

Type _____

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

Warp Engine 1
Power

Type _____

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

Warp Engine 2
Power

Type _____

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

Total Power Units Available Track:

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

Power to Movement Track:

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

Power to Weapons Track:

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

Power to Shields Track:

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

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

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

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

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

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

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

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

Weapons Tracks Systems Panel

Weapon Type and Bearing

1 Type $\begin{matrix} F \\ P \\ S \\ A \end{matrix}$

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

2 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

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

3 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

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

4 Type $\begin{matrix} F \\ P \\ S \\ A \end{matrix}$

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

5 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

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

6 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

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

7 Type $\begin{matrix} F \\ P \\ S \\ A \end{matrix}$

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

8 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

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

9 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

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

10 Type $\begin{matrix} F \\ P \\ S \\ A \end{matrix}$

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

11 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

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

12 Type $\begin{matrix} P \\ F \\ S \\ A \end{matrix}$

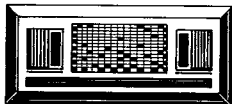
DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
------	----------	---	---	---	---	---	---	---	---	---	----



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



DAMAGE CONTROL PANEL



**Sensors
Track:**

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



Superstructure Damage Track:

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



Crew: _____

Percent of Casualties Tracks:

Tens
Die Roll Modifications

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

Ones

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

Tenths

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

DETAILED DAMAGE TABLES

DAMAGE CHART A				DAMAGE CHART B				DAMAGE CHART C			
SHELD 1				SHELD 2				SHELD 3			
DIE	ROLL	DIE	ROLL	DIE	ROLL	DIE	ROLL	DIE	ROLL	DIE	ROLL
1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR
2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON
3	PORT WARP ENGINE (1/2)	3	MISSILE WEAPON	3	STARBOARD WARP ENGINE (1/2)	3	STARBOARD WARP ENGINE (1/2)	3	STARBOARD WARP ENGINE (1/2)	3	STARBOARD WARP ENGINE (1/2)
4	PORT WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)
5	PORT WARP ENGINE	5	PORT WARP ENGINE	5	STARBOARD WARP ENGINE	5	STARBOARD WARP ENGINE	5	STARBOARD WARP ENGINE	5	STARBOARD WARP ENGINE
6	STARBOARD WARP ENGINE (1/2)	6	STARBOARD WARP ENGINE	6	STARBOARD WARP ENGINE	6	STARBOARD WARP ENGINE	6	STARBOARD WARP ENGINE	6	STARBOARD WARP ENGINE
7	SUPERSTRUCTURE (1/2)	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C
8	SUPERSTRUCTURE (1/2)	8	STARBOARD WARP ENGINE	8	STARBOARD WARP ENGINE	8	STARBOARD WARP ENGINE	8	STARBOARD WARP ENGINE	8	STARBOARD WARP ENGINE
9	SENSORS	9	SENSORS	9	SENSORS	9	SENSORS	9	SENSORS	9	SENSORS
0	BRIDGE 2C	0	BRIDGE 2C	0	BRIDGE 2C	0	BRIDGE 2C	0	BRIDGE 2C	0	BRIDGE 2C
SHELD 5				SHELD 4				SHELD 6			
DIE	ROLL	DIE	ROLL	DIE	ROLL	DIE	ROLL	DIE	ROLL	DIE	ROLL
1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR	1	SHELD GENERATOR
2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON	2	BEAM WEAPON
3	MISSILE WEAPON	3	MISSILE WEAPON	3	MISSILE WEAPON	3	MISSILE WEAPON	3	MISSILE WEAPON	3	MISSILE WEAPON
4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)	4	STARBOARD WARP ENGINE (1/2)
5	SUPERSTRUCTURE (1/2)	5	SUPERSTRUCTURE 2C	5	SUPERSTRUCTURE 2C	5	SUPERSTRUCTURE 2C	5	SUPERSTRUCTURE 2C	5	SUPERSTRUCTURE 2C
6	IMPULSE	6	IMPULSE	6	IMPULSE	6	IMPULSE	6	IMPULSE	6	IMPULSE
7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C	7	SUPERSTRUCTURE 2C
8	SUPERSTRUCTURE (1/2)	8	SUPERSTRUCTURE (1/2)	8	SUPERSTRUCTURE (1/2)	8	SUPERSTRUCTURE (1/2)	8	SUPERSTRUCTURE (1/2)	8	SUPERSTRUCTURE (1/2)
9	WARP ENGINE	9	WARP ENGINE	9	WARP ENGINE	9	WARP ENGINE	9	WARP ENGINE	9	WARP ENGINE
0	ENGINEERING	0	ENGINEERING	0	ENGINEERING	0	ENGINEERING	0	ENGINEERING	0	ENGINEERING

DEFENSE OUTPOST				ENGINEERING DAMAGE TABLE			
Die Roll				Damage Result			
1	SHELD GENERATOR	1	SHELD GENERATOR	1-2	SHELD POWER GRID DOWN	1	SHELD POWER GRID DOWN
2	BEAM WEAPON OR MISSILE WEAPON	2	BEAM WEAPON OR MISSILE WEAPON	3-4	MANUEVER POWER GRID DOWN	2	MANUEVER POWER GRID DOWN
3	MISSILE WEAPON	3	MISSILE WEAPON	5-6	SHELD POWER GRID AND MANUEVER POWER GRID DOWN	3	SHELD POWER GRID AND MANUEVER POWER GRID DOWN
4	IMPULSE POWER GENERATOR (1/2)	4	IMPULSE POWER GENERATOR (1/2)	7	SHELD POWER GRID AND MANUEVER POWER GRID DOWN	4	SHELD POWER GRID AND MANUEVER POWER GRID DOWN
5	ENGINEERING	5	ENGINEERING	8	WARP ENGINE	5	WARP ENGINE
6	SUPERSTRUCTURE (1/2)	6	SUPERSTRUCTURE (1/2)	9	WARP ENGINE	6	WARP ENGINE
7	SUPERSTRUCTURE (2C)	7	SUPERSTRUCTURE (2C)	10	ALL POWER SYSTEMS DOWN	7	ALL POWER SYSTEMS DOWN
8	PORT WARP ENGINE	8	PORT WARP ENGINE			8	
9	SENSORS	9	SENSORS			9	
0	BRIDGE (2C)	0	BRIDGE (2C)			0	

C = Crew Casualties

FIRING CHART

Range	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Range
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	1
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	1-10	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
3	1-4	1-4	1-6	1-7	1-6	1-7	1-6	1-7	1-9	1-7	1-9	1-7	1-9	1-7	1-9	1-8	1-10	1-10	1-10	1-10	1-10	1-8	1-10	1-10	1-10	3
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	1-7	1-9	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	4
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	1-6	1-8	1-6	1-8	1-7	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	5
6	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	6
7	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	7
8	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	8
9	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	9
10	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	10
11	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	11
12	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	12
13	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	13
14	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	14
15	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	15
16	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	16
17	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	17
18	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	18
19	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	19
20	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	20
21	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	21
22	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	22
23	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	23
24	1-1	1-2	1-2	1-3	1-3	1-4	1-4	1-5	1-5	1-6	1-6	1-7	1-7	1-8	1-8	1-7	1-9	1-9	1-9	1-9	1-9	1-8	1-10	1-10	1-10	24

-3 TO HIT MOVING CLOAKED SHIP -5 TO HIT STATIONARY CLOAKED SHIP -2 FIRM MAKES EMERGENCY HEADING CHANGE

MOVEMENT WITH THREE MOVEMENT/FIRING PHASES

Movement Points Available	Phase 1	Phase 2	Phase 3
1	None	None	None
2	1	None	None
3	1	1	None
4	1	1	1
5	2	1	1
6	2	2	1
7	2	2	2
8	3	2	2
9	3	3	2
10	3	3	3
11	4	3	3
12	4	4	3
13	4	4	4
14	5	4	4
15	5	5	4
16	5	5	5
17	6	5	5
18	6	6	5
19	6	6	6
20	7	6	6
21	7	7	6
22	7	7	7
23	8	7	7
24	8	8	7
25	8	8	8
26	9	8	8
27	9	9	8
28	9	10	9
29	10	10	10
30	10	10	10

PLASMA DAMAGE TABLE

Range	RL-1	RL-2	RL-3
1	24/12	32/16	28/14
2	20/10	32/16	28/14
3	20/10	32/16	28/14
4	16/8	24/12	28/14
5	16/8	24/12	28/14
6	12/6	20/10	24/12
7	8/4	20/10	24/12
8	4/2	20/10	24/12
9	—	16/8	20/10
10	—	16/8	20/10
11	—	12/6	20/10
12	—	12/6	16/8
13	—	8/4	16/8
14	—	5/4	12/6
15	—	—	12/6

BASIC GAME DAMAGE LOCATIONS

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

FASA
CORPORATION

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BRIDGE PERSONNEL SHAKEN

Die Roll	Result
1-3	No Effect
4-6	Science Officer
7-9	Science Officer
10	Both Science Officer and Helmsman

SYSTEM SHAKEN

Die Roll	Result
1-3	System Affected
4	Communications
5	Damage Control
6	Shields
7	Helm
8	Weapons
9	Weapons
10	Roller two times, divide roll by 2
11	Roller three times, divide roll by 2
12	Roller four times, divide roll by 2
13	No effect
14	No effect
15	No effect
16	No effect
17	No effect
18	No effect
19	No effect
20	No effect
21	No effect
22	No effect
23	No effect
24	No effect

BRIDGE HIT EFFECTS

Die Roll	Result
1-3	System Affected
4	Communications
5	Damage Control
6	Shields
7	Helm
8	Weapons
9	Weapons
10	Roller two times, divide roll by 2
11	Roller three times, divide roll by 2
12	Roller four times, divide roll by 2
13	No effect
14	No effect
15	No effect
16	No effect
17	No effect
18	No effect
19	No effect
20	No effect
21	No effect
22	No effect
23	No effect
24	No effect

TURN STRESS CHART

Chart	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Sub	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W3	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W6	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W7	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W9	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
W10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18