

HELM

STANDARD FOR ALL KLINGON SHIPS

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

Movement Points Available

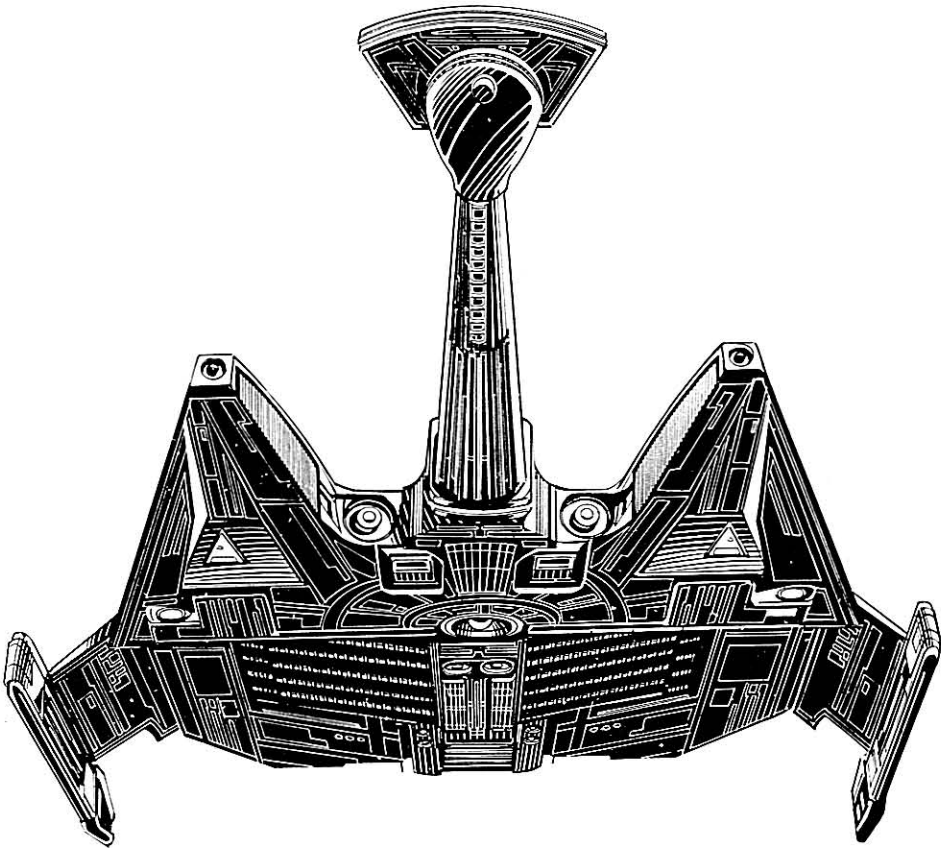
Current
Speed

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

Eng. Speed Super. Stress

Sub		
W1		
W2		
W3		
W4		
W5		
W6		
W7		
W8		
W9		
W10		

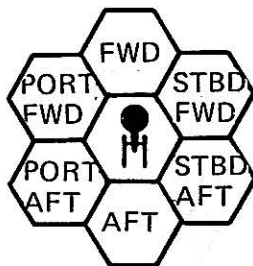


CONSTITUTION CLASS

	Move 9,10,11 hexes 0 Def 0-3 Ph
	Move 6,7,8 hexes 0 Def 0 Ph
	Move 6,7,8 hexes 1 Def 0 Ph
	Move 3,4,5 hexes 0 Def 0-6 Ph
	Move 3,4,5 hexes 1 Def 0-3 Ph
	Move 3,4,5 hexes 2 Def 0 Ph
	Move 0,1,2 hexes 0 Def 0-6 Ph
	Move 0,1,2 hexes 1 Def 0-5 Ph
	Move 0,1,2 hexes 2 Def 0-2 Ph
	Move 0,1,2 hexes 3 Def 0 Ph

TORPEDOES (2) CAN
BE FIRED ANY TURN
IF UNDAMAGED

DEFLECTORS UP



DEFLECTORS DAMAGED

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

SUPERSTRUCTURE STRESS/DAMAGE

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

CAPT ST/TAC SKILL _____ CREW EFFICIENCY _____

TURN CHART			PHASER FIRING		
SPD	ENG DMG	SUP DMG	RNG	TO HIT	DMG
SUB	—	—	1	1-10	8
W1	—	—	2	1-10	8
W2	—	—	3	1-10	8
W3	—	—	4	1-10	8
W4	—	—	5	1-9	8
W5	—	—	6	1-9	7
W6	1	1	7	1-8	7
W7	1	2	8	1-8	7
W8	2	3	9	1-7	7
DAMAGE CHART			10	1-7	6
DIE ROLL RESULT			11	1-6	6
1	Super		12	1-6	6
2	Super		13	1-5	6
3	Super		14	1-5	5
4	Deflector		15	1-4	5
5	Phaser		16	1-4	4
6	Photon		17	1-3	4
7	Warp		18	1-3	3
8	Warp		19	1-2	2
9	Warp		20	1	1
10	Impulse		TORPEDO TABLE		

TORPS DMGD

1	2
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PHASERS DMGD

1	2
3	4
5	6

RNG	TO HIT	DMG
1	1-10	10
2	1-10	ALL
3	1-9	RNGS
4	1-9	
5	1-8	
6	1-7	
7	1-6	
8	1-5	
9	1-4	
10	1-3	
11	1-2	
12	1	

-1 Ph
Max 10
Spd

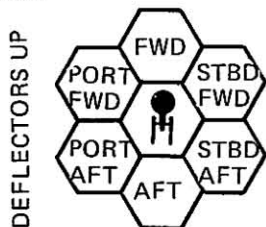
44	42		21	-4 Ph
43	41		20	Max 4 Spd -3 Defl
	40	Max 9 Spd	19	
	39		18	
	38		17	
	37		16	Max 3 Spd
	36	-2 Ph -1 Defl Max 8 Spd	15	
	35		14	-5 Ph
	34		13	-4 Defl
	33		12	Max 2 Spd
	32	Max 7 Spd	11	
	31		10	
	30		9	
	29		8	Max 1 Spd
	28	-3 Ph Max 6 Spd -2 Defl	7	-6 Ph
	27		6	
	26		5	-5 Defl
	25		4	Max 0 Spd
	24	Max 5 Spd	3	
	23		2	
	22		1	

IMPULSE = 4 BOXES

RELIANT CLASS

	Move 10,11,12 hexes 0 Def 0-1 Ph
	Move 10,11,12 hexes 1 Def 0 Ph
	Move 7,8,9 hexes 0 Def 0-3 Ph
	Move 7,8,9 hexes 1 Def 0-1 Ph
	Move 4,5,6 hexes 0 Def 0-4 Ph
	Move 4,5,6 hexes 1 Def 0-3 Ph
	Move 4,5,6 hexes 2 Def 0-1 Ph
	Move 0,1,2,3 hexes 0 Def 0-4 Ph
	Move 0,1,2,3 hexes 1 Def 0-3 Ph
	Move 0,1,2,3 hexes 2 Def 0-2 Ph
	Move 0,1,2,3 hexes 3 Def 0 Ph

Torpedoes can be fired any turn if un-damaged



DEFLECTORS UP

DEFLECTORS AT 14 POINTS
DEFLECTORS DAMAGED

FWD	STBD FWD	PORT FWD
AFT	STBD AFT	PORT AFT

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

SUPERSTRUCTURE
STRESS/DAMAGE

TURN CHART			PHASER FIRING		
SPD	TO HIT	SUP DMG	RNG	TO HIT	DMG
SUB	—	—	1	1-10	10
W1	—	—	2	1-10	10
W2	—	—	3	1-10	10
W3	—	—	4	1-10	10
W4	—	—	5	1-9	9
W5	—	1	6	1-9	9
W6	1	1	7	1-8	9
W7	1	2	8	1-8	8
W8	2	3	9	1-7	8
DAMAGE CHART			10	1-7	8
DIE ROLL	RESULT		11	1-6	7
1	Super		12	1-6	7
2	Super		13	1-5	7
3	Super		14	1-5	6
4	Deflector		15	1-4	6
5	Phaser		16	1-4	5
6	Photon		17	1-3	4
7	Warp		18	1-3	3
8	Warp		19	1-2	2
9	Warp		20	1	1
10	Impulse		TORPEDO FIRING		

TORPS DMGD

1	2
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PHASERS DMGD

1	2
3	4

-1 Ph Max 11 Spd	48	42		21
	47	41	-3 Defl Max 4 Spd	20
	46	40	-2 Ph Max 9 Spd	19
	45	39		18
Max 10 Spd	44	38		17
	43	37	-5 Ph Max 3 Spd	16
		36	Max 8 Spd	15
		35	-4 Defl	14
		34		13
		33	Max 2 Spd	12
		32	-3 Ph Max 7 Spd	11
		31		10
		30	-5 Defl	9
		29	-1 Defl	8
		28	-6 Ph Max 1 Spd	7
		27	Max 6 Spd	6
		26		5
		25	-6 Defl	4
CAPT ST/TAC SKILL _____		24	Max 0 Spd	3
		23	-2 Defl	2
CREW EFFICIENCY _____		22	-4 Ph Max 5 Spd	1
			IMPULSE = 8 BOXES	

WEAPONS OFFICER

STANDARD FOR ALL KLINGON SHIPS

1

DMGD	UN ARM	ARM
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Type _____ Bearing _____

2

DMGD	UN ARM	ARM
------	--------	-----

Type _____ Bearing _____

3

DMGD	UN ARM	ARM
------	--------	-----

Type _____ Bearing _____

4

DMGD	UN ARM	ARM
------	--------	-----

Type _____ Bearing _____

5

DMGD	UN ARM	ARM
------	--------	-----

Type _____ Bearing _____

6

DMGD	UN ARM	ARM
------	--------	-----

Type _____ Bearing _____

7

DMGD	UN ARM	ARM
------	--------	-----

Type _____ Bearing _____

8

DMGD	UN ARM	ARM
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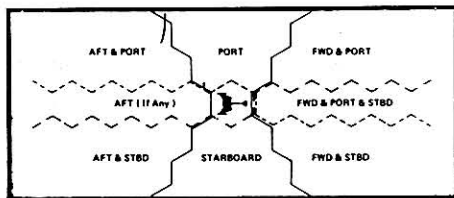
Type _____ Bearing _____

Weapon Type										
Range	To Hit	Dmg+	To Hit	Dmg+	To Hit	Dmg+	To Hit	Dmg+	To Hit	Dmg+
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										
21										
22										
23										
24										

NO & PORT

& PORT & STBD

NO & STBD



0	1	2	3	4	5	6	7	8	9	10

Movement Points Available

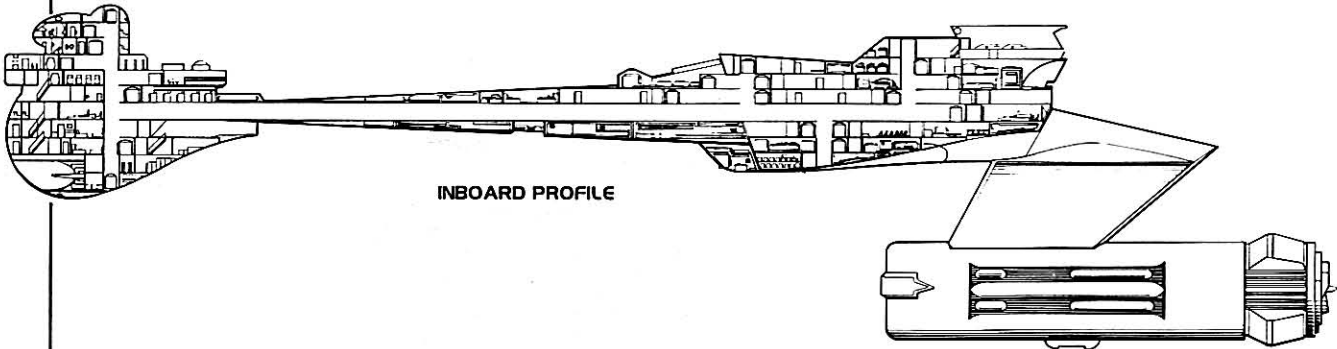
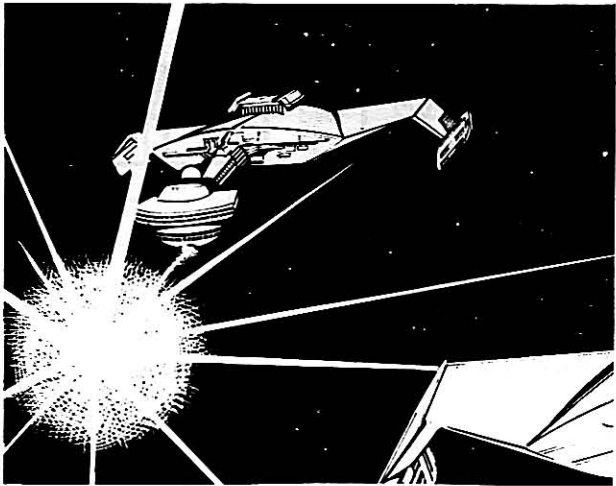
Current Speed

SUB LIGHT	W1	W2	W3	W4	W5	W6	W7	W8
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TURN STRESS CHART

Eng. Speed Super. Stress

Sub		
W1		
W2		
W3		
W4		1
W5	1	1
W6	1	2
W7	2	3
W8	3	4



INBOARD PROFILE

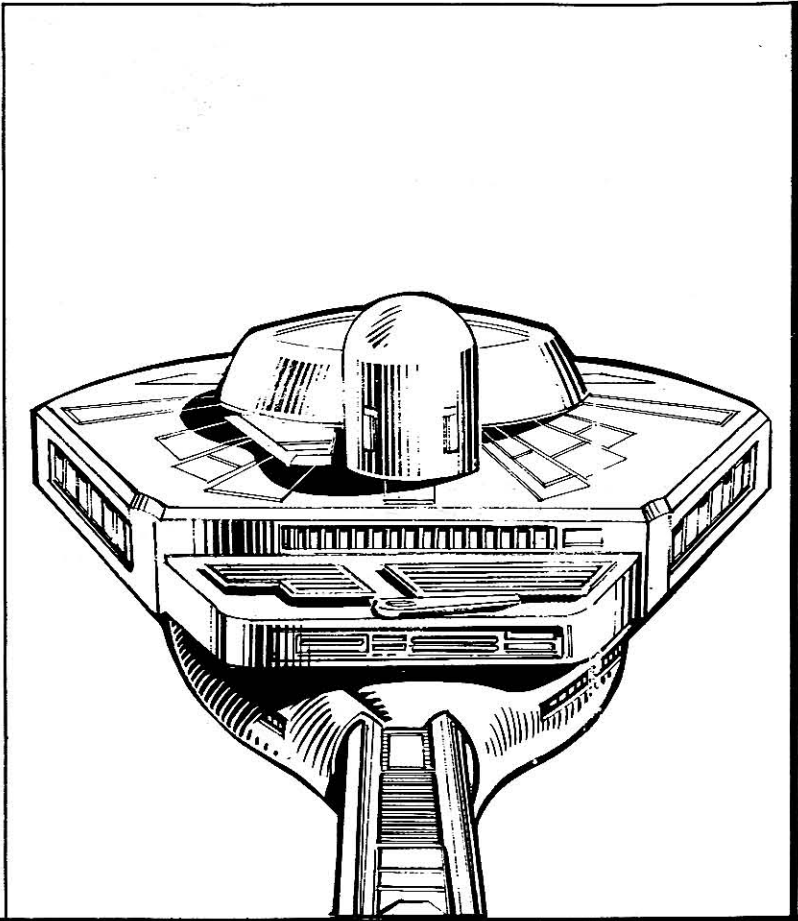
0	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	Movement Points Available									

Current Speed	SUB	W1	W2	W3	W4	W5	W6	W7	W8	W9
	LIGHT									

TURN STRESS CHART

Eng. Super.
Speed Stress Stress

Sub		
W1		
W2		
W3		
W4		1
W5	1	1
W6	1	2
W7	1	2
W8	2	3
W9	2	3



D-7A

COMMUNICATIONS

Casualties

Hundreds

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

Tens

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

Ones

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

Die Roll
Modifications

NO MOD.	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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SHIP COMBAT SAVING ROLL TABLE

CAPTAIN

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

ENGINEER

Only one roll may be made per turn.

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

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

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

NAVIGATOR

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

HELMSMAN

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

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

SCIENCE OFFICER

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

COMMUNICATIONS OFFICER

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

Casualties

Hundreds

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

Tens

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

Ones

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

Die Roll Modifications

NO MOD.	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
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SHIP COMBAT SAVING ROLL TABLE

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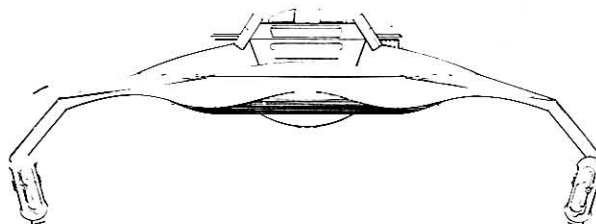
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STERN ELEVATION

ENGINEERING

0	1	2	3	4
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Impulse Engines

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

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

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	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	Total Power Available																

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	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	Power To Movement																

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	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	Power To Shields																

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	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	Power To Weapons																

ENGINEERING

D-7M

0	1	2	3	4
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Impulse Engines

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

Warp Engine 1

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

Warp Engine 2

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	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	Total Power Available												

Total Power Available

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	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	Power To Movement												

Power To Movement

0	1 2	2 4	3 6	4 8	5 10	6 12	7 14	8 16	9 18	10 20	11 22	12 24	13 26	14 28	15 30	16 32	17 34	18 36	19 38	20 40	21 42	22 44	23 46	24 48	25 50	26 52	27 54	28 56	29 58
30 60	31 62	32 64	33 66	34 68	35 70	36 72	37	38	39	40	41	42	43	44	45	46	Power To Shields												

Power To Shields

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	28	29
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	Power To Weapons												

Power To Weapons

D-7M

SCIENCE C

DMGD 2	DMGD 1	OPER	LOCK
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Sensors

Superstructure Damage

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

DAMAGE CHARTS C (ENGINES TO REAR)

DIE ROLL	FORWARD	DIE ROLL	STARBOARD-FORWARD	DIE ROLL	PORT-FORWARD
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Fwd shield gen damaged (.05)	2	Stbd-fwd shield gen damaged	2	Port fwd shield gen damaged
3	One fwd weapon damaged (.05)	3	Starboard warp engine	3	Port warp engine
4	Superstructure hit (1)	4	Superstructure (.02)	4	Superstructure (.02)
5	Superstructure hit (2)	5	Superstructure (1)	5	Superstructure (1)
6	One forward weapon damaged	6	Superstructure (2)	6	Superstructure (2)
7	Superstructure hit (2)	7	Superstructure (2)	7	Superstructure (2)
8	Superstructure hit (3)	8	Superstructure (5)	8	Superstructure (5)
9	Bridge personnel out	9	One starboard weapon damaged	9	One port weapon damaged
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

DIE ROLL	AFT	DIE ROLL	STARBOARD-AFT	DIE ROLL	PORT-AFT
1	Tractor beam damaged	1	Starboard warp engine	1	Port warp engine
2	One aft weapon damaged (.05)	2	Starboard warp engine	2	Port warp engine
3	Superstructure (1)	3	Starboard warp engine	3	Port warp engine
4	Starboard warp engine	4	Impulse engine (.02)	4	Impulse engine (.02)
5	Starboard warp engine	5	Superstructure (1)	5	Superstructure (1)
6	Impulse engine	6	Superstructure (1)	6	Superstructure (1)
7	Impulse engine	7	Superstructure (2)	7	Superstructure (2)
8	Port warp engine	8	Superstructure (5)	8	Superstructure (5)
9	Port warp engine	9	Stbd-aft shield gen damaged	9	Port-aft shield gen damaged
10	Aft shield generator damaged	10	One stbd-aft weapon damaged (.05)	10	One port-aft weapon damaged (.05)

D-7A

SCIENCE C

DMGD 2	DMGD 1	OPER	LOCK
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Sensors

Superstructure Damage

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28			

DAMAGE CHARTS C (ENGINES TO REAR)

DIE ROLL	FORWARD	DIE ROLL	STARBOARD-FORWARD	DIE ROLL	PORT-FORWARD
1	Sensors out 1-2 turns	1	Sensors out 1-2 turns	1	Sensors out 1-2 turns
2	Fwd shield gen damaged (.05)	2	Stbd-fwd shield gen damaged	2	Port fwd shield gen damaged
3	One fwd weapon damaged (.05)	3	Starboard warp engine	3	Port warp engine
4	Superstructure hit (1)	4	Superstructure (.02)	4	Superstructure (.02)
5	Superstructure hit (2)	5	Superstructure (1)	5	Superstructure (1)
6	One forward weapon damaged	6	Superstructure (2)	6	Superstructure (2)
7	Superstructure hit (2)	7	Superstructure (2)	7	Superstructure (2)
8	Superstructure hit (3)	8	Superstructure (5)	8	Superstructure (5)
9	Bridge personnel out	9	One starboard weapon damaged	9	One port weapon damaged
10	Bridge personnel out	10	Bridge personnel out	10	Bridge personnel out

DIE ROLL	AFT	DIE ROLL	STARBOARD-AFT	DIE ROLL	PORT-AFT
1	Tractor beam damaged	1	Starboard warp engine	1	Port warp engine
2	One aft weapon damaged (.05)	2	Starboard warp engine	2	Port warp engine
3	Superstructure (1)	3	Starboard warp engine	3	Port warp engine
4	Starboard warp engine	4	Impulse engine (.02)	4	Impulse engine (.02)
5	Starboard warp engine	5	Superstructure (1)	5	Superstructure (1)
6	Impulse engine	6	Superstructure (1)	6	Superstructure (1)
7	Impulse engine	7	Superstructure (2)	7	Superstructure (2)
8	Port warp engine	8	Superstructure (5)	8	Superstructure (5)
9	Port warp engine	9	Stbd-aft shield gen damaged	9	Port-aft shield gen damaged
10	Aft shield generator damaged	10	One stbd-aft weapon damaged (.05)	10	One port-aft weapon damaged (.05)

WEAPONS OFFICER

D-7M

1

DMGD	UN ARM	ARM 2 PTS
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Type KP - 3 FWD
Bearing

2

DMGD	UN ARM	ARM 2 PTS
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Type KP - 3 AFT
Bearing

Weapon Type
and Bearing

1 KD - 8 FWD/PORT

DMGD	UN ARMED	1	2	3	4	5	6	7
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2 KD - 8 FWD/PORT

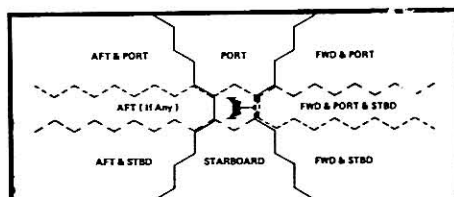
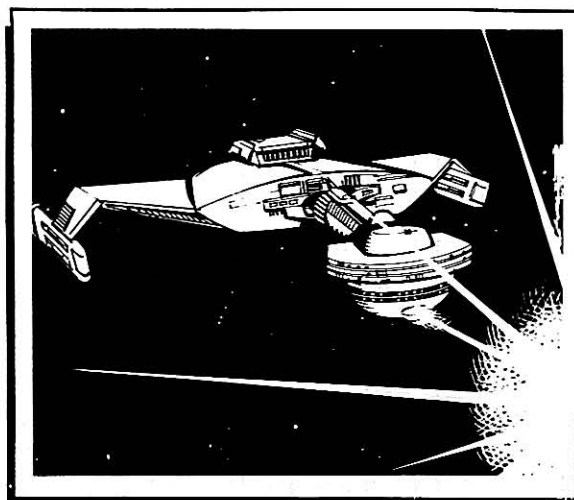
DMGD	UN ARMED	1	2	3	4	5	6	7
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3 KD - 8 FWD/STBD

DMGD	UN ARMED	1	2	3	4	5	6	7
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4 KD - 8 FWD/STBD

DMGD	UN ARMED	1	2	3	4	5	6	7
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Weapon Type		KP - 3		KD - 8	
Range		To Hit	Dmg+	To Hit	Dmg+
1	1 - 10	15		1 - 10	3
2	1 - 10			1 - 10	
3	1 - 9			1 - 9	
4	1 - 9			1 - 9	
5	1 - 8			1 - 8	
6	1 - 8			1 - 8	
7	1 - 7			1 - 7	
8	1 - 7			1 - 7	2
9	1 - 6			1 - 6	
10	1 - 6			1 - 6	
11	1 - 5			1 - 5	
12	1 - 5			1 - 5	
13	1 - 4			1 - 4	
14	1 - 3			1 - 4	
15	1 - 2			1 - 3	
16	1			1 - 3	1
17				1 - 2	
18				1 - 2	
19				1	
20				1	

WEAPONS OFFICER

D-7A

Weapon Type
and Bearing

1 KD - 6 FWD/PORT

DMGD	UN ARMED	1	2	3	4	5	6
------	-------------	---	---	---	---	---	---

2 KD - 6 FWD/PORT

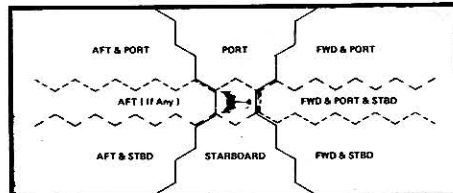
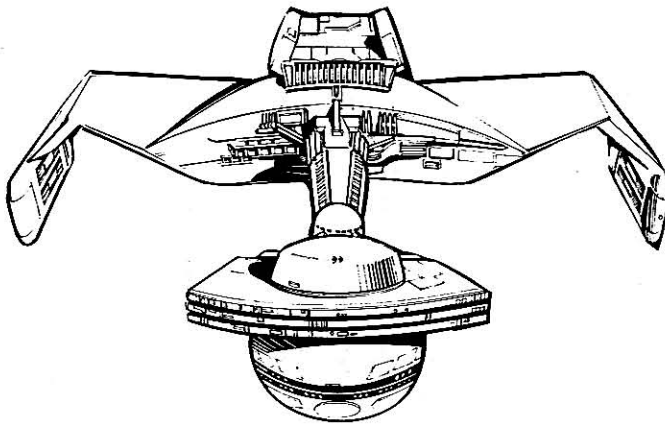
DMGD	UN ARMED	1	2	3	4	5	6
------	-------------	---	---	---	---	---	---

3 KD - 6 FWD/STBD

DMGD	UN ARMED	1	2	3	4	5	6
------	-------------	---	---	---	---	---	---

4 KD - 6 FWD/STBD

DMGD	UN ARMED	1	2	3	4	5	6
------	-------------	---	---	---	---	---	---



Weapon Type		KD - 6	
Range	To Hit	Dmg+	
1	1 - 10	2	
2	1 - 10	2	
3	1 - 9	2	
4	1 - 9		
5	1 - 8		
6	1 - 8		
7	1 - 7		
8	1 - 7		
9	1 - 6		
10	1 - 6		
11	1 - 5		
12	1 - 5		
13	1 - 4		
14	1 - 4		
15	1 - 3		
16	1 - 3		
17	1 - 2		
18	1		

Weapon Type
and Bearing

STANDARD FOR ALL KLINGON SHIPS

1

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

2

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

3

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

4

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

5

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

6

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

7

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

8

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

9

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

10

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

11

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

12

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

13

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

14

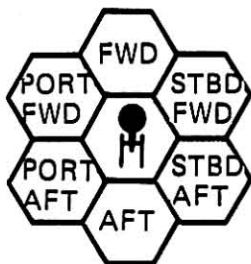
DMGD	UN ARMED	1	2	3	4	5	6	7	8	9	10
------	-------------	---	---	---	---	---	---	---	---	---	----

ENTERPRISE CLASS

Move 12,13,14,15 hexes 0 Def 0-1 Ph
Move 8,9,10,11 hexes 0 Def 0-2 Ph
Move 8,9,10,11 hexes 1 Def 0-1 Ph
Move 4,5,6,7 hexes 0 Def 0-4 Ph
Move 4,5,6,7 hexes 1 Def 0-2 Ph
Move 4,5,6,7 hexes 2 Def 0-1 Ph
Move 0,1,2,3 hexes 0 Def 0-4 Ph
Move 0,1,2,3 hexes 1 Def 0-4 Ph
Move 0,1,2,3 hexes 2 Def 0-2 Ph
Move 0,1,2,3 hexes 3 Def 0-1 Ph

TORPEDOES CAN BE FIRED ANY TURN IF UNDAMAGED

DEFLECTORS UP



DEFLECTORS AT 16 PTS

DEFLECTORS DAMAGED

FWD	STBD FWD	PORT FWD	PORT AFT	STBD AFT	AFT

PHASERS DAMAGED

1	2	3	4	5	6

SUPERSTRUCTURE STRESS/DAMAGE

		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 CHART			PHASER FIRING		
SPD	ENG DMG	50 PER DMG	RNG	TO HIT	DMG
SUB	—	—	1	1-10	13
W1	—	—	2	1-10	13
W2	—	—	3	1-10	13
W3	—	—	4	1-9	12
W4	—	—	5	1-9	12
W5	—	—	6	1-9	12
W6	—	1	7	1-8	11
W7	1	1	8	1-8	11
W8	1	1	9	1-8	11
W9	2	2	10	1-7	10
W10	2	2	11	1-7	10
DAMAGE CHARTS			12	1-7	10

DIE ROLL	RESULT
1	Super
2	Super
3	Super
4	Deflector
5	Phaser
6	Photon
7	Warp
8	Warp
9	Warp
10	Impulse

TORPS DMGD

1	2
---	---

TORPEDO FIRING

RNG	TO HIT	DMG
1	1-10	20
2	1-10	All
3	1-10	Rngs
4	1-9	
5	1-9	
6	1-8	
7	1-8	
8	1-7	
9	1-7	
10	1-6	
11	1-6	
12	1-5	
13	1-4	
14	1-3	
15	1-2	
16	1	

CAPT ST/TAC	CREW EFF	
Max 14 Spd	60	39
	59	38
	58	37
	57	36
Max 13 Spd	56	35
	55	34
-1 Ph	54	33
Max 12 Spd	53	32
	52	31
	51	30
	50	29
	49	28
Max 11 Spd	48	27
	47	26
	46	25
-2 Ph	45	24
Max 10 Spd	44	23
	43	22
	42	21
	41	20
Max 9 Spd	40	19

-5 Ph

-3 Defl
Max 3 Spd

-3 Ph
Max 8 Spd

-4 Defl
Max 2 Spd

Max 7 Spd

-6 Ph

-5 Defl
Max 1 Spd

Max 6 Spd

-4 Ph

-6 Defl
Max 0 Spd

-1 Defl
Max 5 Spd

-2 Defl
Max 4 Spd

IMPULSE = 8 BOXES

D-7M

NAVIGATOR

Deflectors

Forward	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

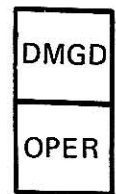
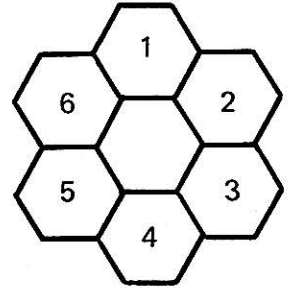
Starboard Forward

Starboard Aft

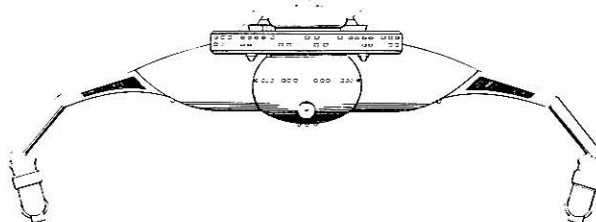
Aft

Port Aft

Port Forward



Tractor Beam

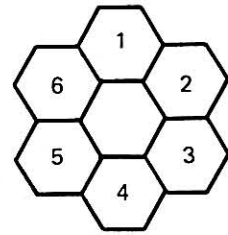


BOW ELEVATION

Deflectors D-7A

NAVIGATOR

	1	2	3	4	5	6
Forward	DMGD	DMGD	DMGD	DMGD	DMGD	DMGD
	0	0	0	0	0	0
	1	1	1	1	1	1
	2	2	2	2	2	2
	3	3	3	3	3	3
	4	4	4	4	4	4
	5	5	5	5	5	5
	6	6	6	6	6	6
	7	7	7	7	7	7
	8	8	8	8	8	8
Stbd - Forward		DMGD				
		0				
		1				
		2				
		3				
		4				
		5				
		6				
		7				
		8				
Stbd - Aft			DMGD			
			0			
			1			
			2			
			3			
			4			
			5			
			6			
			7			
			8			
Aft				DMGD		
				0		
				1		
				2		
				3		
				4		
				5		
				6		
				7		
				8		
Port - Aft					DMGD	
					0	
					1	
					2	
					3	
					4	
					5	
					6	
					7	
					8	
Port - Forward						DMGD
						0
						1
						2
						3
						4
						5
						6
						7
						8



Tractor Beam

