Romulan Ship Recgonition Manual II

MASTER CONTROL BOOK

FASA CORPORATION

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **M-12 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **113.9** Captain's Skill Rating: _____

WDF: **55.2** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWF-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

STARBOARD ENGINE POWER TRACK

Type **RWF-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	52											
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: **G** SUPERSTRUCTURE: **M** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-5** Firing Chart **V** Maximum Power **5** Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Missile Type **RP-2** Firing Chart **H** 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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSN** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **15**

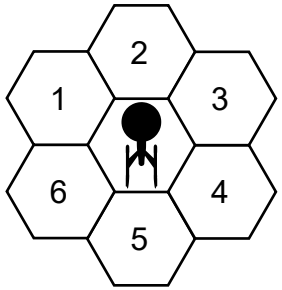
DAMAGE CHART A (B) C

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

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **317**

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

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **M-12 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **113.9** Captain's Skill Rating: _____

WDF: **55.2** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWF-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

STARBOARD ENGINE POWER TRACK

Type **RWF-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		52											
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: **G** SUPERSTRUCTURE: **M** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-6**	Missile Type **RP-2**
Firing Chart **T**	Firing Chart **H**
Maximum Power **6**	Power to Arm **1**
Damage Modifiers +3(–) +2(**1** – **18**) +1(–)	Damage **8**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSN** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **15**

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

DAMAGE CHART A (B) C

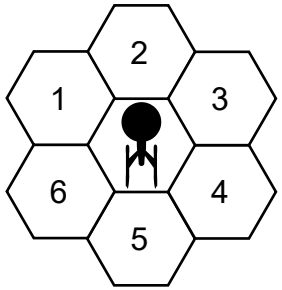
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **322**

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

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: **Romulan**

Vessel Class: **M-39 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **77.3** Captain's Skill Rating: _____

WDF: **49.9** Crew Skill 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

PORT ENGINE POWER TRACK

Type **RWE-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

STARBOARD ENGINE POWER TRACK

Type **RWE-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 15)													

HELM DISPLAY

STRESS CHARTS

ENGINE: **I** SUPERSTRUCTURE: **L** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-6** Firing Chart **T** Maximum Power **6** Damage Modifiers +3(–) +2(**1** – **18**) +1(–)	Missile Type **RP-3** Firing Chart **Q** Power to Arm **1** Damage **10**
Beam Type **RB-8** Firing Chart **N** Maximum Power **6** Damage Modifiers +3(**1** – **4**) +2(**5** – **9**) +1(**10** – **13**)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

Type	Firing Arc	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-8** ☐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 _____ ☐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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **13**

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

DAMAGE CHART A B (C)

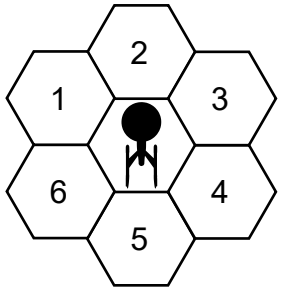
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **192**

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: **Romulan**

Vessel Class: **M-39 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **80.3** Captain's Skill Rating: _____

WDF: **49.9** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIE-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

PORT ENGINE POWER TRACK

Type **RWE-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

STARBOARD ENGINE POWER TRACK

Type **RWE-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		41											
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 15)													

HELM DISPLAY

STRESS CHARTS

ENGINE: **I** SUPERSTRUCTURE: **L** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-5** Firing Chart **V** Maximum Power **5** 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 **RB-8** Firing Chart **N** Maximum Power **6** Damage Modifiers +3(**1 – 4**) +2(**5 – 9**) +1(**10 – 13**)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **13**

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

DAMAGE CHART A B (C)

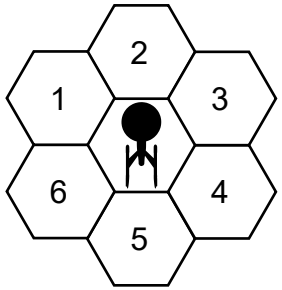
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **192**

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: **Romulan**

Vessel Class: ***Z-13 Type 1***

Vessel Name: _____ Captain's Name: _____

D: **136.4** Captain's Skill Rating: _____

WDF: **120.1** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWF-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

STARBOARD ENGINE POWER TRACK

Type **RWF-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	60											
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: **M** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-11** Firing Chart **V** Maximum Power **9** Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Missile Type **RPL-3** Firing Chart **T** Power to Arm **8** Damage **RL-3**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

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

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

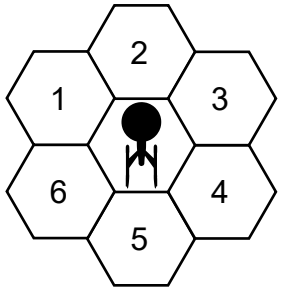
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

SHIELD DIAGRAM



SYSTEM 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 **639**

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: **Romulan**

Vessel Class: ***Z-13 Type 2***

Vessel Name: _____ Captain's Name: _____

D: **144.1** Captain's Skill Rating: _____

WDF: **117.4** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWF-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

STARBOARD ENGINE POWER TRACK

Type **RWF-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	60											
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: **M** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-11** Firing Chart **V** Maximum Power **9** Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Missile Type **RPL-3** Firing Chart **T** Power to Arm **8** Damage **RL-3**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type **RP-3** Firing Chart **Q** Power to Arm **1** Damage **10**

Type	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 F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RPL-3** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RPL-3** ☐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 _____ ☐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 **RSO** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **15**

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

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

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

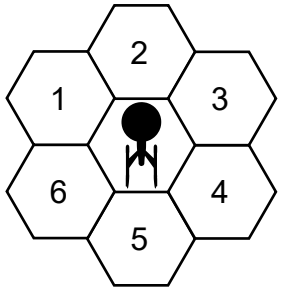
TURN #11

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

SHIELD DIAGRAM



SYSTEM 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 **641**

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: **Romulan**

Vessel Class: **CS-5 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **92.9** Captain's Skill Rating: _____

WDF: **4.2** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-2a** Firing Chart **K** Maximum Power **3** Damage Modifiers +3(**1 – 4**) +2(**5 – 9**) +1(**10–14**)	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 _____

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

PORT ENGINE 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

STARBOARD ENGINE 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	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: **N** SUPERSTRUCTURE: **Q** WARP SPEED: _____

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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-2a** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A											
Type **RB-2a** ☐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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

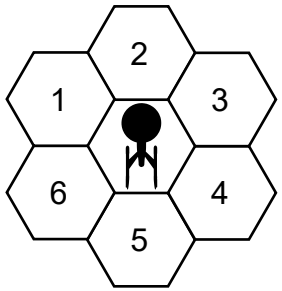
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

SHIELD DIAGRAM



SYSTEM 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 **33**

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

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: **Romulan**

Vessel Class: **CS-5 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **92.9** Captain's Skill Rating: _____

WDF: **9.7** Crew Skill Rating: _____

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

PORT ENGINE 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

STARBOARD ENGINE 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	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 10)												

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												
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-2a** Firing Chart **K** Maximum Power **3** Damage Modifiers +3(**1 – 4**) +2(**5 – 9**) +1(**10–14**)	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 _____

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-2a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-2a** ☐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 _____ ☐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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

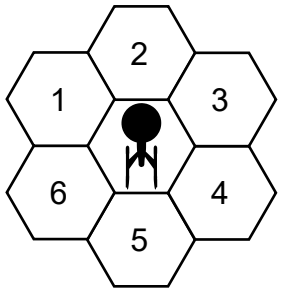
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

SHIELD DIAGRAM



SYSTEM 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 **36**

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

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: **Romulan**

Vessel Class: **CS-9 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **64.4** Captain's Skill Rating: _____

WDF: **11.7** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-5**	Missile Type **RP-1**
Firing Chart **V**	Firing Chart **F**
Maximum Power **5**	Power to Arm **1**
Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Damage **6**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

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

PORT ENGINE 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

STARBOARD ENGINE 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	42											
Power to Movement (Movement Point Ratio **2/1**)												
Power to Shields (Shield Point Ratio **1/1**)												
Power to Weapons												
Power to Cloak (Points to Power **10**)												

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												
SENSOR 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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-1** ☐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 **RSM** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **15**

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

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

	FORWARD #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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

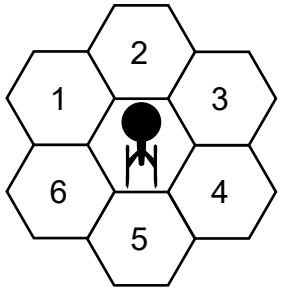
TURN #11

	FORWARD #1	#2	#3	AFT #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 #1	#2	#3	AFT #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

SHIELD DIAGRAM



SYSTEM 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 **89**

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: **Romulan**

Vessel Class: **V-43 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **69.6** Captain's Skill Rating: _____

WDF: **18.3** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-3a**	Missile Type **RPL-1**
Firing Chart **L**	Firing Chart **E**
Maximum Power **6**	Power to Arm **10**
Damage Modifiers +3(**1** – **3**) +2(**4** – **8**) +1(**9** –**12**)	Damage **RL-1**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIC-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

PORT ENGINE POWER TRACK

Type **RWE-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

STARBOARD ENGINE POWER TRACK

Type **RWE-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	31											
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: **I** SUPERSTRUCTURE: **L** WARP SPEED: _____

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSH** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **8**

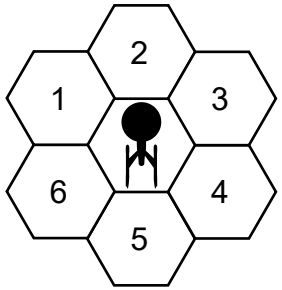
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **266**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-43 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **97.6** Captain's Skill Rating: _____

WDF: **26.4** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-5**	Missile Type **RP-1**
Firing Chart **V**	Firing Chart **F**
Maximum Power **5**	Power to Arm **1**
Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Damage **6**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

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

PORT ENGINE POWER TRACK

Type **RWE-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

STARBOARD ENGINE POWER TRACK

Type **RWE-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	38											
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 **15**)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **I** SUPERSTRUCTURE: **L** WARP SPEED: _____

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSI** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **11**

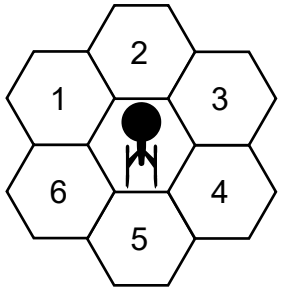
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **273**

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

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

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

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

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

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

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

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

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

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

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-43 *Type 3***

Vessel Name: _____ Captain's Name: _____

D: **117** Captain's Skill Rating: _____

WDF: **47.6** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWE-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

STARBOARD ENGINE POWER TRACK

Type **RWE-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	46											
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 15)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **I** SUPERSTRUCTURE: **L** WARP SPEED: _____

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

WEAPON DISPLAY

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

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

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

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

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

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

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

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

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

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

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

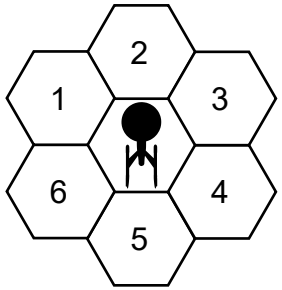
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **274**

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: **Romulan**

Vessel Class: **V-45 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **80.5** Captain's Skill Rating: _____

WDF: **22.8** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-6**	Missile Type **RP-2**
Firing Chart **T**	Firing Chart **H**
Maximum Power **6**	Power to Arm **1**
Damage Modifiers +3(–) +2(**1** – **18**) +1(–)	Damage **8**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

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

PORT ENGINE 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

STARBOARD ENGINE 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

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 15)												

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												
SENSOR 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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **13**

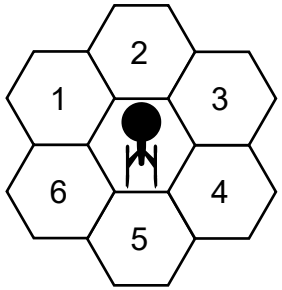
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **287**

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

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-48 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **101.8** Captain's Skill Rating: _____

WDF: **41.6** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-5**	Missile Type **RP-3**
Firing Chart **V**	Firing Chart **Q**
Maximum Power **5**	Power to Arm **1**
Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Damage **10**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

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

PORT ENGINE 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

STARBOARD ENGINE 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	50											
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 15)												

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												
SENSOR 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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSI** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **11**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

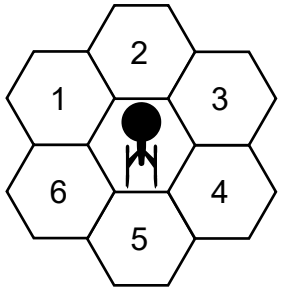
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

SHIELD DIAGRAM



SYSTEM 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 **178**

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

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: **Romulan**

Vessel Class: **V-48 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **101.8** Captain's Skill Rating: _____

WDF: **49.8** Crew Skill 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

PORT ENGINE 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

STARBOARD ENGINE 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	50											
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 15)												

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												
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-5**	Missile Type **RPL-3**
Firing Chart **V**	Firing Chart **T**
Maximum Power **5**	Power to Arm **8**
Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Damage **RL-3**
Beam Type _____	Missile Type **RP-3**
Firing Chart _____	Firing Chart **Q**
Maximum Power _____	Power to Arm **1**
Damage Modifiers +3(–) +2(–) +1(–)	Damage **10**

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSI** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **11**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

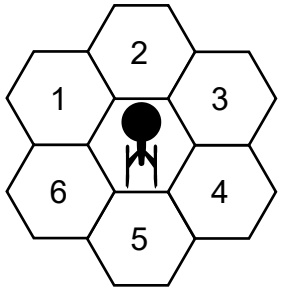
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

SHIELD DIAGRAM



SYSTEM 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 **181**

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: **Romulan**

Vessel Class: **V-69 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **82.7** Captain's Skill Rating: _____

WDF: **43** Crew Skill 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

PORT ENGINE 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

STARBOARD ENGINE 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	50											
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 15)												

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												
SENSOR 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

WEAPON DISPLAY

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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐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 _____ ☐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 **RSN** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **15**

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

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 FORWARD AFT

	#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

	#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

	#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

	#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

	#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

	#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

	#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

	#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

	#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

	#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						

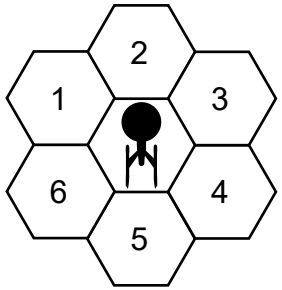
TURN #11 FORWARD AFT

	#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

	#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						

SHIELD DIAGRAM



SYSTEM 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 **128**

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

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: **Romulan**

Vessel Class: ***V-74 Type 1***

Vessel Name: _____ Captain's Name: _____

D: **73.6** Captain's Skill Rating: _____

WDF: **22.2** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE 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

STARBOARD ENGINE 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		35											
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: **N** SUPERSTRUCTURE: **Q** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-3a** Firing Chart **L** Maximum Power **6** Damage Modifiers +3(**1** – **3**) +2(**4** – **8**) +1(**9** –**12**)	Missile Type **RPL-1** Firing Chart **E** Power to Arm **10** Damage **RL-1**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

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

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

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

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

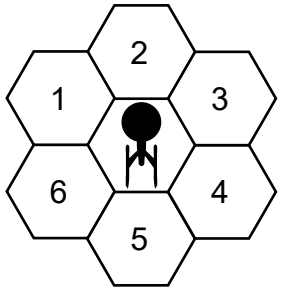
TURN #11

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

SHIELD DIAGRAM



SYSTEM 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 **174**

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

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: **Romulan**

Vessel Class: **V-74 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **90.1** Captain's Skill Rating: _____

WDF: **46.3** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE 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

STARBOARD ENGINE 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	35											
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 15)												

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												
SENSOR 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

WEAPON 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 **RL-2**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type **RP-2** Firing Chart **H** Power to Arm **1** Damage **8**

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSF** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **8**

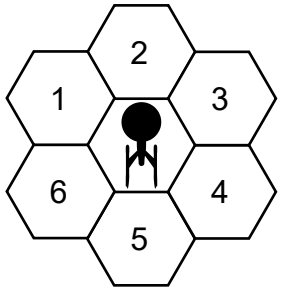
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **176**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-74 *Type 3***

Vessel Name: _____ Captain's Name: _____

D: **97.6** Captain's Skill Rating: _____

WDF: **47.6** Crew Skill 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

PORT ENGINE 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

STARBOARD ENGINE 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 1/3)												
Power to Weapons												
Power to Cloak (Points to Power 15)												

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												
SENSOR 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

WEAPON DISPLAY

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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐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 _____ ☐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 **RSF** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **8**

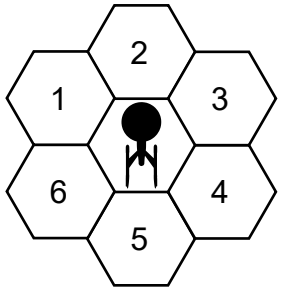
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **176**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-76 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **105.2** Captain's Skill Rating: _____

WDF: **52.7** Crew Skill 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

PORT ENGINE POWER TRACK

Type **RWF-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

STARBOARD ENGINE POWER TRACK

Type **RWF-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	48											
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 22)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **G** SUPERSTRUCTURE: **M** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-5** Firing Chart **V** Maximum Power **5** Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Missile Type **RPL-2** Firing Chart **M** Power to Arm **15** Damage **RL-2**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type **RP-3** Firing Chart **Q** Power to Arm **1** Damage **10**

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RPL-2** ☐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 _____ ☐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 **RSN** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **15**

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

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

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

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

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

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

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

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

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

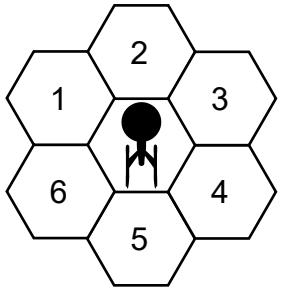
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **291**

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: **Romulan**

Vessel Class: **V-76 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **131.7** Captain's Skill Rating: _____

WDF: **63.1** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWF-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

STARBOARD ENGINE POWER TRACK

Type **RWF-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	52											
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 22)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **G** SUPERSTRUCTURE: **M** WARP SPEED: _____

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

WEAPON 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-3** Firing Chart **T** Power to Arm **8** Damage **RL-3**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type **RP-3** Firing Chart **Q** Power to Arm **1** Damage **10**

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RPL-3** ☐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 _____ ☐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 **RSO** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **15**

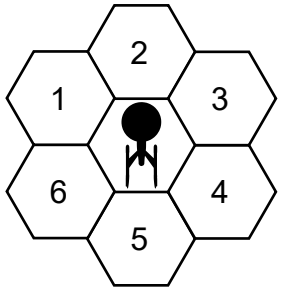
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B Ⓒ

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **296**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-81 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **87.2** Captain's Skill Rating: _____

WDF: **29.4** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-3a**	Missile Type **RPL-1**
Firing Chart **L**	Firing Chart **E**
Maximum Power **6**	Power to Arm **10**
Damage Modifiers +3(**1** – **3**) +2(**4** – **8**) +1(**9** –**12**)	Damage **RL-1**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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 3/1)												
Power to Shields (Shield Point Ratio 1/3)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RPL-1** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RPL-1** ☐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 **RSF** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **7**

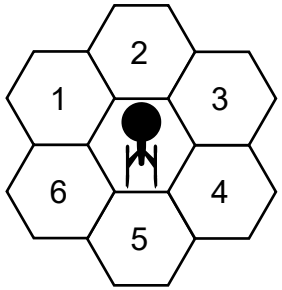
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **218**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-81 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **94.5** Captain's Skill Rating: _____

WDF: **58** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIC-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

PORT ENGINE 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

STARBOARD ENGINE 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	45											
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: **O** SUPERSTRUCTURE: **Q** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type	**RB-5**	Missile Type	**RPL-3**
Firing Chart	**V**	Firing Chart	**T**
Maximum Power	**5**	Power to Arm	**8**
Damage Modifiers	+3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Damage	**RL-3**
Beam Type		Missile Type	
Firing Chart		Firing Chart	
Maximum Power		Power to Arm	
Damage Modifiers	+3(–) +2(–) +1(–)	Damage	

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSI** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **11**

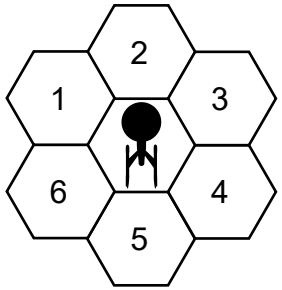
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **232**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-87 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **137.2** Captain's Skill Rating: _____

WDF: **25.2** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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		25											
Power to Movement (Movement Point Ratio 1/1)													
Power to Shields (Shield Point Ratio 1/3)													
Power to Weapons													
Power to Cloak (Points to Power 10)													

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-6**	Missile Type **RP-2**
Firing Chart **T**	Firing Chart **H**
Maximum Power **6**	Power to Arm **1**
Damage Modifiers +3(–) +2(**1** – **18**) +1(–)	Damage **8**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

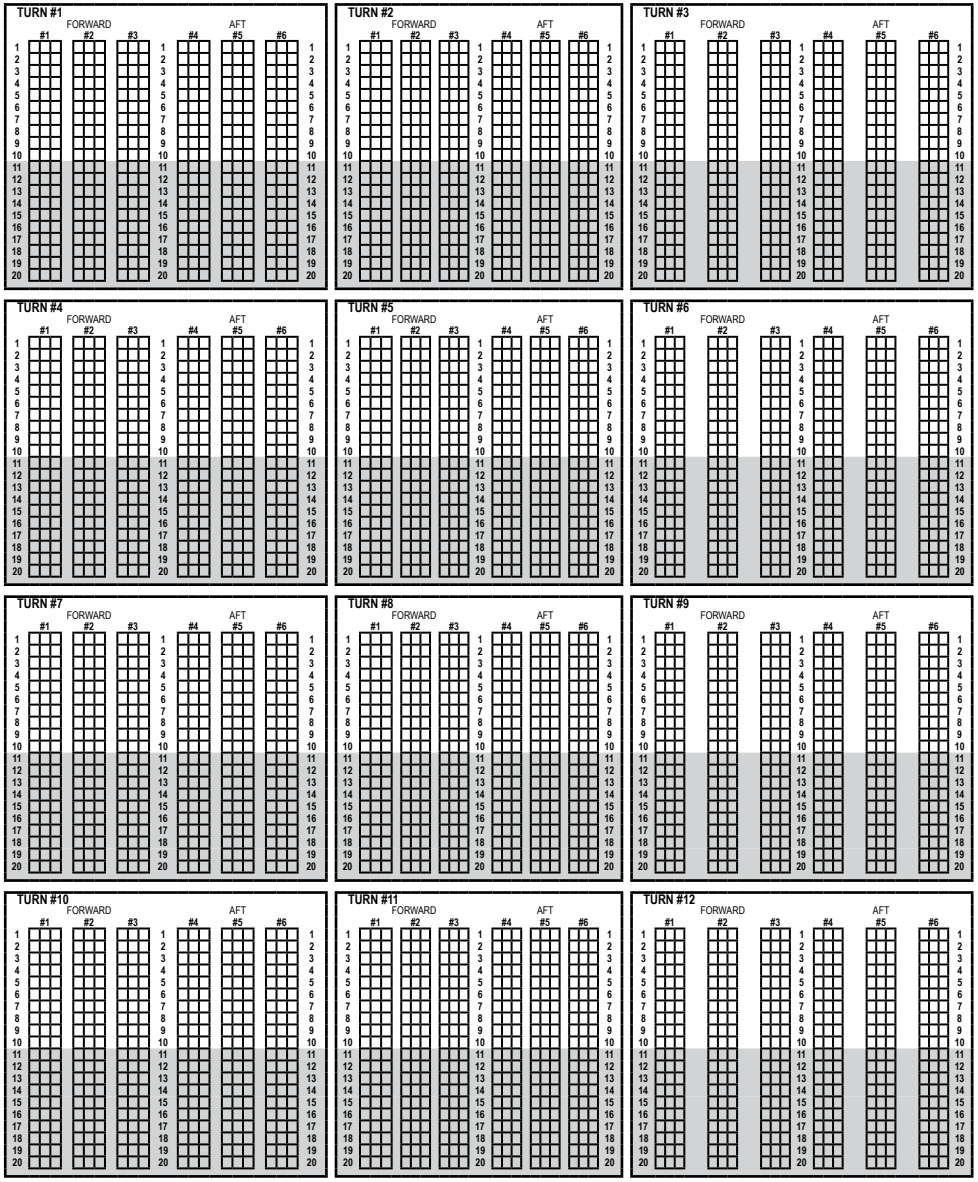
Type	Firing Arc	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P (F) S A													
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P (F) (S) A													
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S (A)													
Type **RB-6** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S (A)													
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RP-2** ☐OPER ☐DMGD ☐REPD ☐INOP	P (F) S A													
Type **RP-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 **RSF** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **10**

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

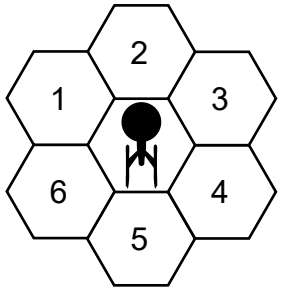


DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **22**

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: **Romulan**

Vessel Class: **V-88 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **90.5** Captain's Skill Rating: _____

WDF: **44.8** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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 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: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

WEAPON 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-3** Firing Chart **T** Power to Arm **8** Damage **RL-3**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type **RP-3** Firing Chart **Q** Power to Arm **1** Damage **10**

Type / ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-9**	F P S A												
Type **RB-9**	F P S A												
Type **RB-9**	P F S A												
Type **RB-9**	P F S A												
Type _____	P F S A												
Type **RPL-3**	P F S A												
Type _____	P F S A												
Type **RP-3**	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												
Type _____	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **13**

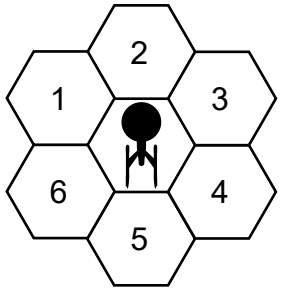
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART (A) B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **228**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-103 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **96.2** Captain's Skill Rating: _____

WDF: **38.6** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWE-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

STARBOARD ENGINE POWER TRACK

Type **RWE-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		38											
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 15)													

HELM DISPLAY

STRESS CHARTS

ENGINE: **I** SUPERSTRUCTURE: **L** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-7a** Firing Chart **M** Maximum Power **4** Damage Modifiers +3(**1 – 3**) +2(**4 – 9**) +1(**10–14**)	Missile Type **RPL-3** Firing Chart **T** Power to Arm **8** Damage **RL-3**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

Type	Firing Arc	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RPL-3** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A													
Type **RPL-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													
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 **RSI** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **11**

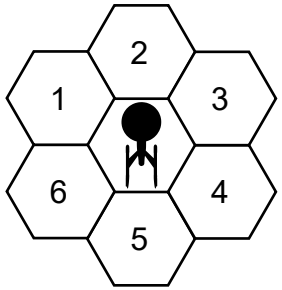
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **272**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **V-103 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **112.7** Captain's Skill Rating: _____

WDF: **36.9** Crew Skill Rating: _____

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

PORT ENGINE POWER TRACK

Type **RWE-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

STARBOARD ENGINE POWER TRACK

Type **RWE-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	46											
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 15)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **I** SUPERSTRUCTURE: **L** WARP SPEED: _____

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

WEAPON DISPLAY

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

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

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

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

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

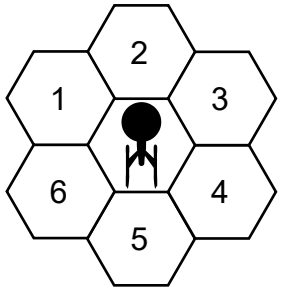
TURN #11

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

SHIELD DIAGRAM



SYSTEM 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 **276**

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

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: **Romulan**

Vessel Class: **P-38 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **81.4** Captain's Skill Rating: _____

WDF: **12.7** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-7a** Firing Chart **M** Maximum Power **4** Damage Modifiers +3(**1 – 3**) +2(**4 – 9**) +1(**10–14**)	Missile Type **RP-1** Firing Chart **F** 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 _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE POWER TRACK

Type **RWA-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

STARBOARD ENGINE POWER TRACK

Type **RWA-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	20											
Power to Movement Movement Point Ratio **1/1**												
Power to Shields Shield Point Ratio **1/2**												
Power to Weapons												
Power to Cloak Points to Power **8**												

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												
SENSOR 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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSC** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **8**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

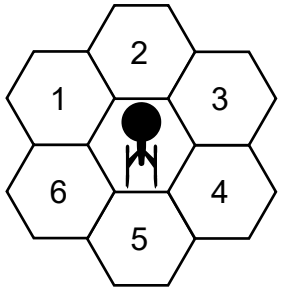
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

SHIELD DIAGRAM



SYSTEM 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 **11**

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: **Romulan**

Vessel Class: **P-38 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **86.4** Captain's Skill Rating: _____

WDF: **13.6** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE POWER TRACK

Type **RWA-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

STARBOARD ENGINE POWER TRACK

Type **RWA-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	20											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power 8)												

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												
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-7a** Firing Chart **M** Maximum Power **4** Damage Modifiers +3(**1** – **3**) +2(**4** – **9**) +1(**10**–**14**)	Missile Type **RP-2** Firing Chart **H** 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 _____

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-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 **RSE** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **12**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

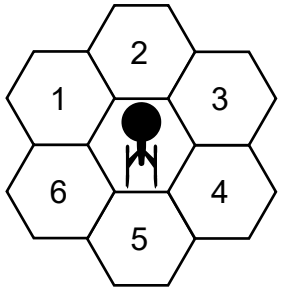
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

SHIELD DIAGRAM



SYSTEM 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 **13**

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

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: **Romulan**

Vessel Class: **P-38 *Type 4***

Vessel Name: _____ Captain's Name: _____

D: **88.4** Captain's Skill Rating: _____

WDF: **16.7** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE POWER TRACK

Type **RWA-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

STARBOARD ENGINE POWER TRACK

Type **RWA-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	21											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power 8)												

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												
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-7a** Firing Chart **M** Maximum Power **4** Damage Modifiers +3(**1** – **3**) +2(**4** – **9**) +1(**10**–**14**)	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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSE** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **12**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

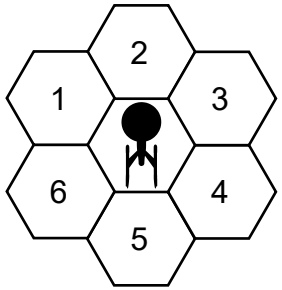
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

SHIELD DIAGRAM



SYSTEM 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 **15**

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

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: **Romulan**

Vessel Class: **P-81 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **84.9** Captain's Skill Rating: _____

WDF: **15.3** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-3a** Firing Chart **L** Maximum Power **6** Damage Modifiers +3(**1** – **3**) +2(**4** – **8**) +1(**9** –**12**)	Missile Type **RP-1** Firing Chart **F** 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 _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWA-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

STARBOARD ENGINE POWER TRACK

Type **RWA-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	21											
Power to Movement (Movement Point Ratio **1/1**)												
Power to Shields (Shield Point Ratio **1/2**)												
Power to Weapons												
Power to Cloak (Points to Power **8**)												

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												
SENSOR 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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-3a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-1** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-1** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-1** ☐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 **RSC** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **8**

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

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

	FORWARD #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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

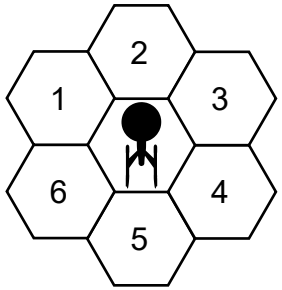
TURN #11

	FORWARD #1	#2	#3	AFT #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 #1	#2	#3	AFT #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

SHIELD DIAGRAM



SYSTEM 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 **9**

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

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: **Romulan**

Vessel Class: **P-81 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **89.9** Captain's Skill Rating: _____

WDF: **19.2** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWA-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

STARBOARD ENGINE POWER TRACK

Type **RWA-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	21											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power 8)												

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												
SENSOR 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

WEAPON 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-2** Firing Chart **H** 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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSE** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **12**

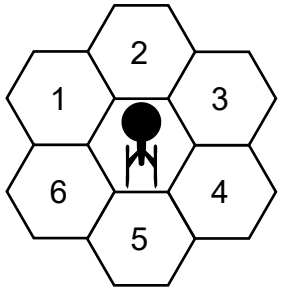
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **9**

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

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

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

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: T-11 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 85.9 Captain's Skill Rating: _____
WDF: 34.1 Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type	RB-6	Missile Type	RPL-3
Firing Chart	T	Firing Chart	T
Maximum Power	6	Power to Arm	8
Damage Modifiers +3(–) +2(1 –18) +1(–)		Damage	RL-3
Beam Type		Missile Type	
Firing Chart		Firing Chart	
Maximum Power		Power to Arm	
Damage Modifiers +3(–) +2(–) +1(–)		Damage	

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

PORT ENGINE 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

STARBOARD ENGINE 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 15)												

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												
SENSOR 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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

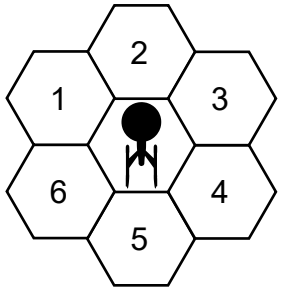
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **139**

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

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

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

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

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: T-13 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 99 Captain's Skill Rating: _____
WDF: 39.6 Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type	RB-6	Missile Type	RPL-3
Firing Chart	T	Firing Chart	T
Maximum Power	6	Power to Arm	8
Damage Modifiers +3(–) +2(1 –18) +1(–)		Damage	RL-3
Beam Type		Missile Type	RP-3
Firing Chart		Firing Chart	Q
Maximum Power		Power to Arm	1
Damage Modifiers +3(–) +2(–) +1(–)		Damage	10

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

PORT ENGINE 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

STARBOARD ENGINE 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	50											
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 15)												

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												
SENSOR 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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSI** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **11**

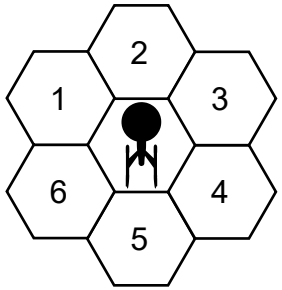
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **206**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **T-21 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **86** Captain's Skill Rating: _____

WDF: **24.9** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-7a** Firing Chart **M** Maximum Power **4** Damage Modifiers +3(**1** – **3**) +2(**4** – **9**) +1(**10**–**14**)	Missile Type **RPL-3** Firing Chart **T** Power to Arm **8** Damage **RL-3**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE 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

STARBOARD ENGINE 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	35											
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 **15**												

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												
SENSOR 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

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

DAMAGE CONTROL DISPLAY

SHIELDS

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

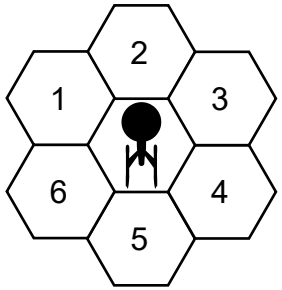
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **126**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **T-21 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **102** Captain's Skill Rating: _____

WDF: **29.7** Crew Skill Rating: _____

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

PORT ENGINE 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

STARBOARD ENGINE 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		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 15)													

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													
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-8** Firing Chart **N** Maximum Power **6** Damage Modifiers +3(**1** – **4**) +2(**5** – **9**) +1(**10**–**13**)	Missile Type **RPL-3** Firing Chart **T** Power to Arm **8** Damage **RL-3**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSN** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **15**

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

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

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

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

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

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

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

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

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

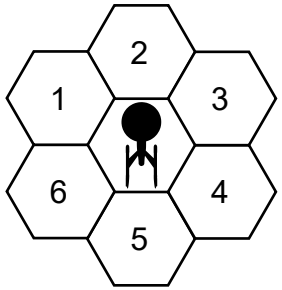
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **137**

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

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: **Romulan**

Vessel Class: **T-27 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **74.7** Captain's Skill Rating: _____

WDF: **34.4** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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	37											
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: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

WEAPON 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-2** Firing Chart **H** 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 _____

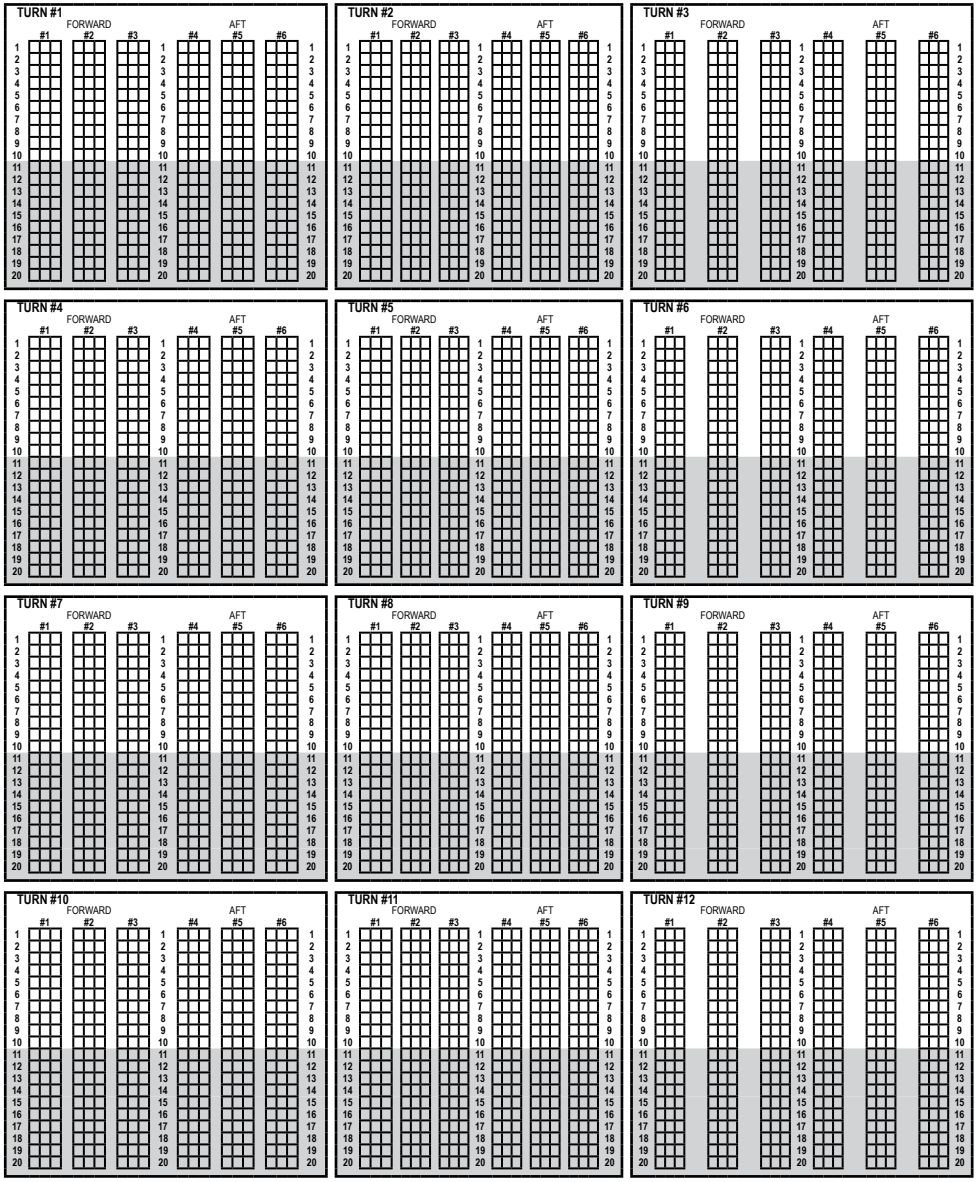
Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-8**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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSH** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **10**

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

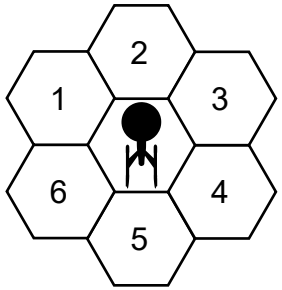


DAMAGE CHART A B Ⓒ

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **183**

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: **Romulan**

Vessel Class: **T-27 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **85.7** Captain's Skill Rating: _____

WDF: **37.5** Crew Skill Rating: _____

WEAPON DISPLAY

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

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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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 **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: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type **RB-8** ☐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 _____ ☐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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

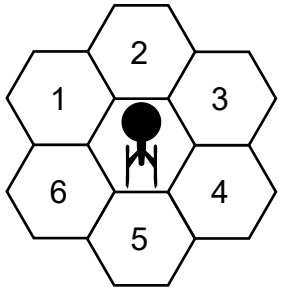
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **191**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **R-5 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **83.6** Captain's Skill Rating: _____

WDF: **36.1** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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	37											
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: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-5** Firing Chart **V** Maximum Power **5** 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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

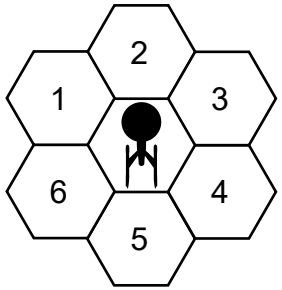
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **181**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **R-7 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **85.7** Captain's Skill Rating: _____

WDF: **43** Crew Skill 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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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 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: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

WEAPON DISPLAY

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

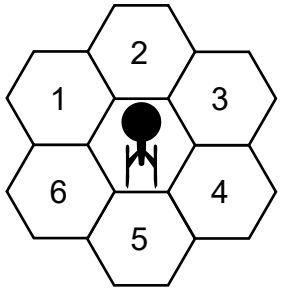
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **182**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **R-7 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **103.7** Captain's Skill Rating: _____

WDF: **61.8** Crew Skill 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

PORT ENGINE 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

STARBOARD ENGINE 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	50											
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 15)												

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												
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-12** Firing Chart **W** Maximum Power **9** Damage Modifiers +3(**1** – **10**) +2(**11** – **15**) +1(**16** – **20**)	Missile Type **RP-5** Firing Chart **R** Power to Arm **1** Damage **15**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSP** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **18**

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

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

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

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

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

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

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

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

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

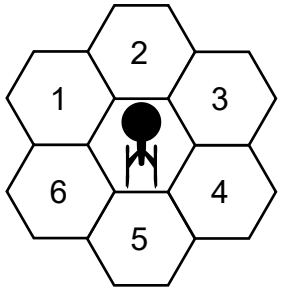
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **214**

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

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: **Romulan**

Vessel Class: **R-8 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **69.9** Captain's Skill Rating: _____

WDF: **10.4** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIB-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

PORT ENGINE 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

STARBOARD ENGINE 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	29											
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: **P** WARP SPEED: _____

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

WEAPON 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-2** Firing Chart **H** 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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

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

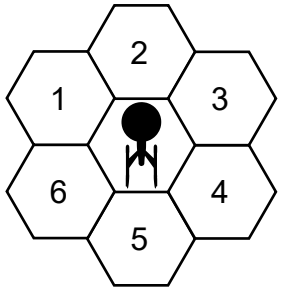
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **107**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **R-8 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **88.9** Captain's Skill Rating: _____

WDF: **10.4** Crew Skill Rating: _____

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

PORT ENGINE 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

STARBOARD ENGINE 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	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 10)												

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												
SENSOR 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

WEAPON 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-2** Firing Chart **H** 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 _____

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-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 **RSH** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **11**

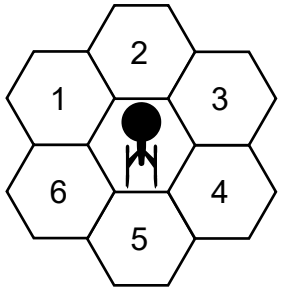
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **107**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **Q-3 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **60.3** Captain's Skill Rating: _____

WDF: **23.6** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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		23											
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 **10**)													

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													
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-7** Firing Chart **J** Maximum Power **4** Damage Modifiers +3(–) +2(**1** – **6**) +1(**7** – **10**)	Missile Type **RP-1** Firing Chart **F** 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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSE** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **10**

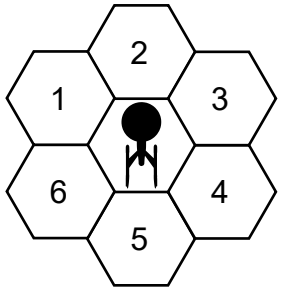
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **26**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **Q-3 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **63.3** Captain's Skill Rating: _____

WDF: **28.6** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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	25											
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 10)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-7** Firing Chart **J** Maximum Power **4** Damage Modifiers +3(–) +2(**1** – **6**) +1(**7** – **10**)	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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSE** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **10**

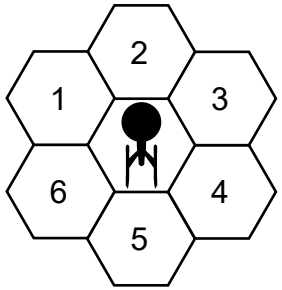
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **28**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **S-2 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **57** Captain's Skill Rating: _____

WDF: **8** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-3 (x2)**

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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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	26											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/1)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **M** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-7a**	Missile Type **RP-2**
Firing Chart **M**	Firing Chart **H**
Maximum Power **4**	Power to Arm **1**
Damage Modifiers +3(**1** – **3**) +2(**4** – **9**) +1(**10**–**14**)	Damage **8**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-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 **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **7**

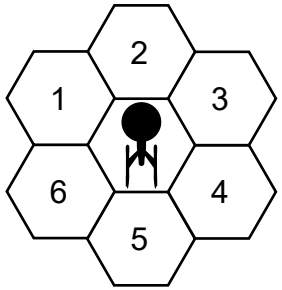
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B Ⓒ

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **36**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: ***S-2 Type 1 - Alpha***

Vessel Name: _____ Captain's Name: _____

D: **49.7** Captain's Skill Rating: _____

WDF: **5.6** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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	23											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/1)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **M** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-7a** Firing Chart **M** Maximum Power **4** Damage Modifiers +3(**1** – **3**) +2(**4** – **9**) +1(**10**–**14**)	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 _____

Type	Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-7a**	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a**	☐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												
Type _____	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **7**

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

DAMAGE CHART A B (C)

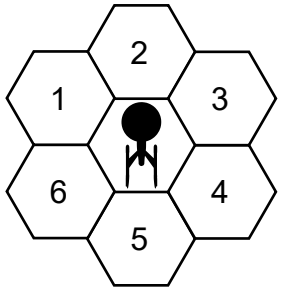
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **28**

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

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: Romulan

Vessel Class: S-2 *Type 1 - Beta*

Vessel Name: _____ Captain's Name: _____

D: 24.4 Captain's Skill Rating: _____

WDF: 2.4 Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type _____	Missile Type RP-2
Firing Chart _____	Firing Chart H
Maximum Power _____	Power to Arm 1
Damage Modifiers +3(–) +2(–) +1(–)	Damage 8
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 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												
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 RIA-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

PORT ENGINE 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

STARBOARD ENGINE 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	3											
Power to Movement (Movement Point Ratio 1/2)												
Power to Shields (Shield Point Ratio 1/1)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: N SUPERSTRUCTURE: A WARP SPEED: _____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR 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 **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **9**

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

DAMAGE CHART A B (C)

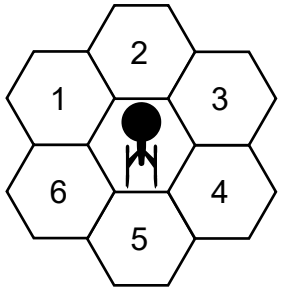
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **8**

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: **Romulan**

Vessel Class: **S-2 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **60** Captain's Skill Rating: _____

WDF: **15.2** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-3 (x2)**

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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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	28											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/1)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-9** Firing Chart **W** Maximum Power **6** Damage Modifiers +3(**1** – **8**) +2(**9** – **16**) +1(**17** – **20**)	Missile Type **RP-2** Firing Chart **H** 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 _____

Type / Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-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 **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **7**

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

DAMAGE CHART A B (C)

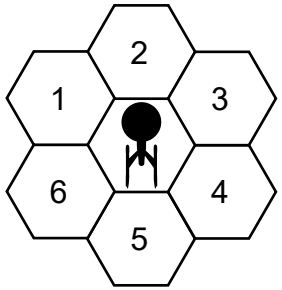
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **38**

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

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: **Romulan**

Vessel Class: ***S-2 Type 2 - Alpha***

Vessel Name: _____ Captain's Name: _____

D: **54.1** Captain's Skill Rating: _____

WDF: **12.8** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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	25											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/1)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

WEAPON DISPLAY

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **7**

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

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

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

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

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

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

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

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

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

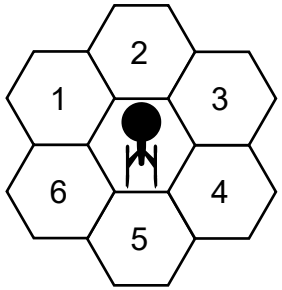
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **30**

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

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: **Romulan**

Vessel Class: ***S-2 Type 2 - Beta***

Vessel Name: _____ Captain's Name: _____

D: **24.4** Captain's Skill Rating: _____

WDF: **2.4** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE 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

STARBOARD ENGINE 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	3											
Power to Movement (Movement Point Ratio **1/2**)												
Power to Shields (Shield Point Ratio **1/1**)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **A** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type _____	Missile Type **RP-2**
Firing Chart _____	Firing Chart **H**
Maximum Power _____	Power to Arm **1**
Damage Modifiers +3(–) +2(–) +1(–)	Damage **8**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RP-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												
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 **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **9**

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

DAMAGE CHART A B (C)

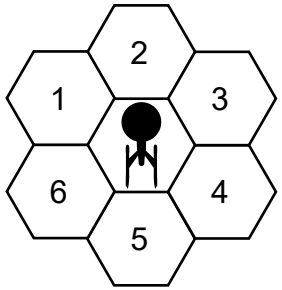
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **8**

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: **Romulan**

Vessel Class: **S-10 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **54.4** Captain's Skill Rating: _____

WDF: **10.8** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-2a**	Missile Type **RP-2**
Firing Chart **K**	Firing Chart **H**
Maximum Power **3**	Power to Arm **1**
Damage Modifiers +3(**1 – 4**) +2(**5 – 9**) +1(**10–14**)	Damage **8**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

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

PORT ENGINE 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

STARBOARD ENGINE 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 1/1												
Power to Weapons													
Power to Cloak	Points to Power 10												

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												
SENSOR 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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-2a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-2a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-2a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-2a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RP-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 **RSM** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **15**

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

DAMAGE CHART A B Ⓒ

DAMAGE POINT RECORD

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

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

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

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

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

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

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

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

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

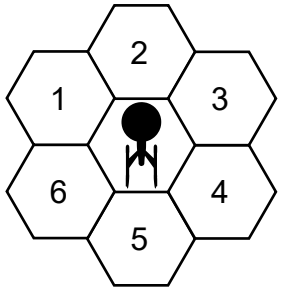
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **17**

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: **Romulan**

Vessel Class: **S-10 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **54.4** Captain's Skill Rating: _____

WDF: **13.9** Crew Skill Rating: _____

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

PORT ENGINE 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

STARBOARD ENGINE 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 1/1)												
Power to Weapons												
Power to Cloak (Points to Power 10)												

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												
SENSOR 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

WEAPON DISPLAY

Beam Type **RB-2a** Firing Chart **K** Maximum Power **3** Damage Modifiers +3(**1 – 4**) +2(**5 – 9**) +1(**10–14**)	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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSM** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **15**

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

DAMAGE CHART A B Ⓒ

DAMAGE POINT RECORD

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

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

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

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

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

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

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

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

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

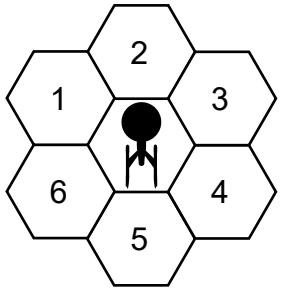
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **17**

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: Romulan
Vessel Class: S-15 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 94.7 Captain's Skill Rating: _____
WDF: 3.2 Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RIA-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

PORT ENGINE POWER TRACK

Type RWB-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

STARBOARD ENGINE POWER TRACK

Type RWB-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	23											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: M SUPERSTRUCTURE: P WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type RB-2 Firing Chart K 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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSE** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **10**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

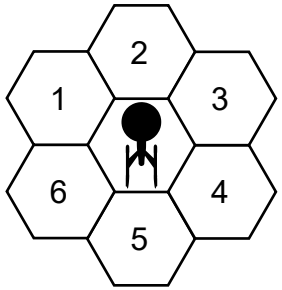
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
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
17	17	17	17	17	17
18	18	18	18	18	18
19	19	19	19	19	19
20	20	20	20	20	20

SHIELD DIAGRAM



SYSTEM 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 **17**

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

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: **Romulan**

Vessel Class: **S-15 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **104.7** Captain's Skill Rating: _____

WDF: **9.9** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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	25											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power 10)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-2a** Firing Chart **K** Maximum Power **3** Damage Modifiers +3(**1** – **4**) +2(**5** – **9**) +1(**10**–**14**)	Missile Type **RP-1** Firing Chart **F** 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 _____

Type	Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
RB-2a	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-2a	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-2a	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-2a	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RP-1	☐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												
	☐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 **RSH** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **13**

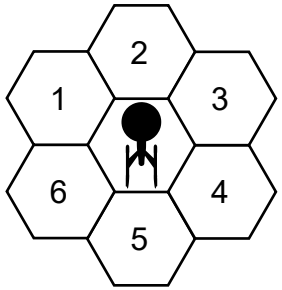
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **19**

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

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **S-15 *Type 4***

Vessel Name: _____ Captain's Name: _____

D: **108.7** Captain's Skill Rating: _____

WDF: **25.9** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-5**	Missile Type **RP-3**
Firing Chart **V**	Firing Chart **Q**
Maximum Power **5**	Power to Arm **1**
Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Damage **10**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWB-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

STARBOARD ENGINE POWER TRACK

Type **RWB-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	25											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power 10)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **P** WARP SPEED: _____

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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P (F) S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	P (F) S A												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	F S (P) (A)												
Type **RB-5** ☐OPER ☐DMGD ☐REPD ☐INOP	F P (S) (A)												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	F P S A												
Type **RP-3** ☐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												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	F P S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **15**

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

DAMAGE CHART A (B) C

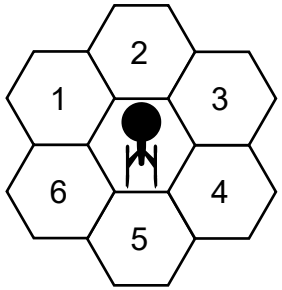
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **21**

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: **Romulan**

Vessel Class: **S-71 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **86.2** Captain's Skill Rating: _____

WDF: **37.8** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-5** Firing Chart **V** Maximum Power **5** Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Missile Type **RP-2** Firing Chart **H** 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 _____

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

PORT ENGINE 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

STARBOARD ENGINE 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	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 15)												

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												
SENSOR 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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

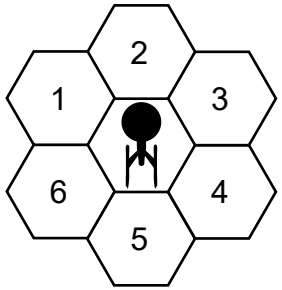
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **168**

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

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

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

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: S-71 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 86.2 Captain's Skill Rating: _____
WDF: 58 Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type	RB-6	Missile Type	RPL-3
Firing Chart	T	Firing Chart	T
Maximum Power	6	Power to Arm	8
Damage Modifiers +3(–) +2(1 –18) +1(–)		Damage	RL-3
Beam Type		Missile Type	
Firing Chart		Firing Chart	
Maximum Power		Power to Arm	
Damage Modifiers +3(–) +2(–) +1(–)		Damage	

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

PORT ENGINE 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

STARBOARD ENGINE 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	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 15)												

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												
SENSOR 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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
RB-6 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-6 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-6 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-6 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-6 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-6 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RPL-3 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RPL-3 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RPL-3 ☐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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

DAMAGE CHART A B (C)

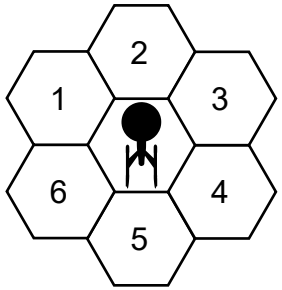
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **173**

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: **Romulan**

Vessel Class: **S-71 *Type 3***

Vessel Name: _____ Captain's Name: _____

D: **86.2** Captain's Skill Rating: _____

WDF: **54.9** Crew Skill Rating: _____

WEAPON 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 _____

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

PORT ENGINE 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

STARBOARD ENGINE 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	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 **15**)												

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												
SENSOR 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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

DAMAGE CHART A B (C)

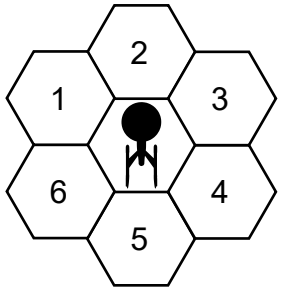
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **179**

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: Romulan
Vessel Class: I-2 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 61.2 Captain's Skill Rating: _____
WDF: 6.1 Crew Skill 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

PORT ENGINE POWER TRACK

Type RWD-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

STARBOARD ENGINE POWER TRACK

Type RWD-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 3/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: O SUPERSTRUCTURE: O WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type RB-7	Missile Type RPL-1
Firing Chart J	Firing Chart E
Maximum Power 4	Power to Arm 10
Damage Modifiers +3(–) +2(1 – 6) +1(7 –10)	Damage RL-1
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-7 ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type RPL-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												
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 **RSE** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **7**

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

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

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

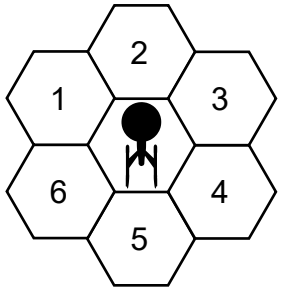
TURN #11

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

SHIELD DIAGRAM



SYSTEM 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 **33**

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

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: **Romulan**

Vessel Class: **I-2 *Type 3***

Vessel Name: _____ Captain's Name: _____

D: **65.2** Captain's Skill Rating: _____

WDF: **9.5** Crew Skill 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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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 3/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-7a** Firing Chart **M** Maximum Power **4** Damage Modifiers +3(**1** – **3**) +2(**4** – **9**) +1(**10**–**14**)	Missile Type **RPL-1** Firing Chart **E** Power to Arm **10** Damage **RL-1**
Beam Type _____ Firing Chart _____ Maximum Power _____ Damage Modifiers +3(–) +2(–) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RPL-1** ☐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 **RSH** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **10**

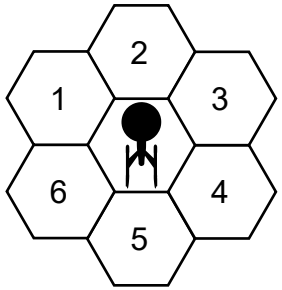
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **38**

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

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

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

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: I-2 *Type 4*
Vessel Name: _____ Captain's Name: _____
D: 65.2 Captain's Skill Rating: _____
WDF: 11.9 Crew Skill 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

PORT ENGINE POWER TRACK

Type RWD-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

STARBOARD ENGINE POWER TRACK

Type RWD-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 3/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: O SUPERSTRUCTURE: O WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type RB-8	Missile Type RPL-1
Firing Chart N	Firing Chart E
Maximum Power 6	Power to Arm 10
Damage Modifiers +3(1 – 4) +2(5 – 9) +1(10–13)	Damage RL-1
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

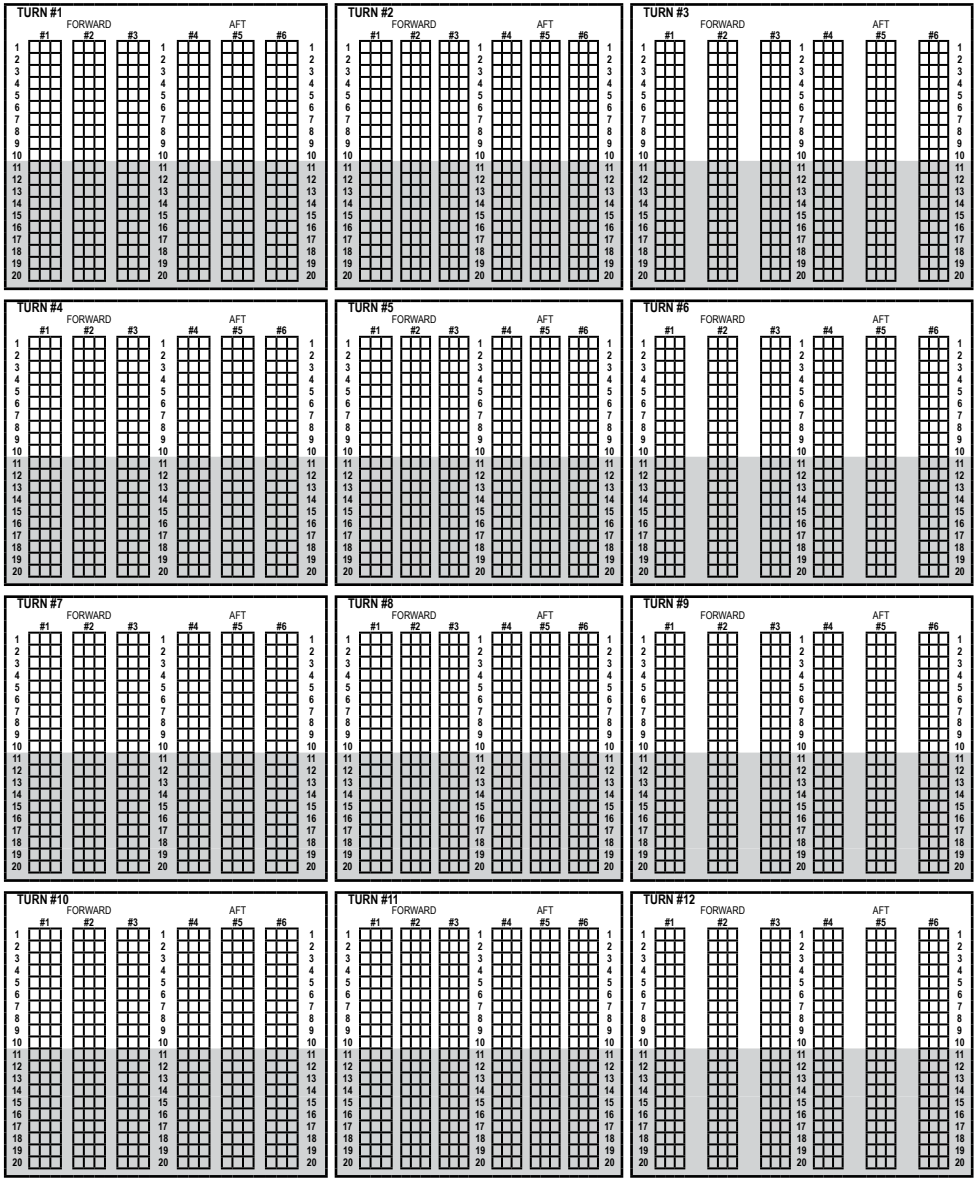
Type	Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
RB-8	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-8	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RPL-1	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐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												
	☐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 **RSH** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **10**

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

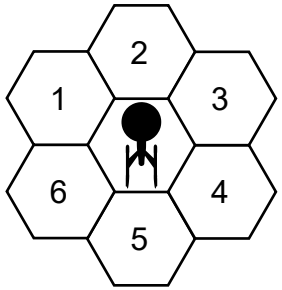


DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **44**

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: Romulan
Vessel Class: I-2 *Type 6*
Vessel Name: _____ Captain's Name: _____
D: 71.2 Captain's Skill Rating: _____
WDF: 14.1 Crew Skill 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

PORT ENGINE POWER TRACK

Type RWD-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

STARBOARD ENGINE POWER TRACK

Type RWD-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 3/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: O SUPERSTRUCTURE: O WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type: RB-6	Missile Type: RPL-1
Firing Chart: T	Firing Chart: E
Maximum Power: 6	Power to Arm: 10
Damage Modifiers +3(–) +2(1 –18) +1(–)	Damage: RL-1
Beam Type:	Missile Type:
Firing Chart:	Firing Chart:
Maximum Power:	Power to Arm:
Damage Modifiers +3(–) +2(–) +1(–)	Damage:

Type	Firing Arc	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-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												
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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

DAMAGE CHART A (B) C

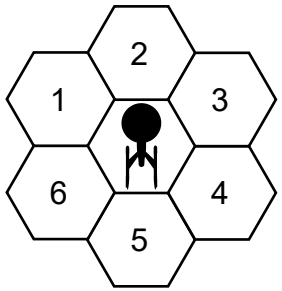
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **48**

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: **Romulan**

Vessel Class: **I-18 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **78.6** Captain's Skill Rating: _____

WDF: **46.2** Crew Skill 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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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 15)													

HELM DISPLAY

STRESS CHARTS

ENGINE: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-10** Firing Chart **U** Maximum Power **8** Damage Modifiers +3(**1** – **8**) +2(**9** – **16**) +1(**17** – **20**)	Missile Type **RP-2** Firing Chart **H** 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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

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

	FORWARD #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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 #1	#2	#3	AFT #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

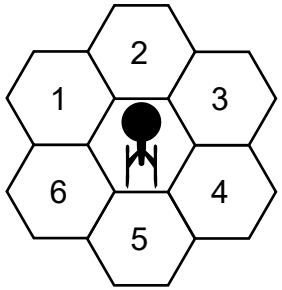
TURN #11

	FORWARD #1	#2	#3	AFT #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 #1	#2	#3	AFT #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

SHIELD DIAGRAM



SYSTEM 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 **76**

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

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: Romulan
Vessel Class: I-18 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 88.6 Captain's Skill Rating: _____
WDF: 45 Crew Skill 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

PORT ENGINE POWER TRACK

Type RWD-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

STARBOARD ENGINE POWER TRACK

Type RWD-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 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: O SUPERSTRUCTURE: O WARP SPEED: _____

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

WEAPON 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: _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

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

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

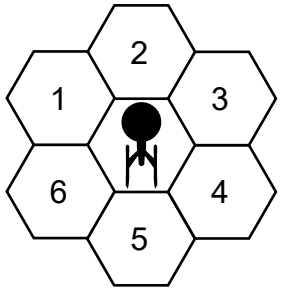
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

SHIELD DIAGRAM



SYSTEM 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 **81**

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

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: **Romulan**

Vessel Class: **I-18 *Type 3***

Vessel Name: _____ Captain's Name: _____

D: **88.6** Captain's Skill Rating: _____

WDF: **43.9** Crew Skill Rating: _____

WEAPON DISPLAY

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

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

PORT ENGINE POWER TRACK

Type **RWD-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

STARBOARD ENGINE POWER TRACK

Type **RWD-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 **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: **O** SUPERSTRUCTURE: **O** WARP SPEED: _____

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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-9** ☐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 _____ ☐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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

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

DAMAGE CHART A B (C)

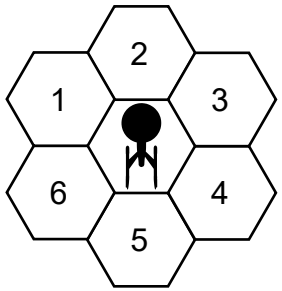
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **83**

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: **Romulan**

Vessel Class: **I-31 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **83.9** Captain's Skill Rating: _____

WDF: **29.2** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-11**	Missile Type **RP-3**
Firing Chart **V**	Firing Chart **Q**
Maximum Power **9**	Power to Arm **1**
Damage Modifiers +3(**1** – **10**) +2(**11** – **16**) +1(**17** – **21**)	Damage **10**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **KIE-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

PORT ENGINE 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

STARBOARD ENGINE 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	58											
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: **O** SUPERSTRUCTURE: **Q** WARP SPEED: _____

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

Type	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 _____ ☐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												
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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **14**

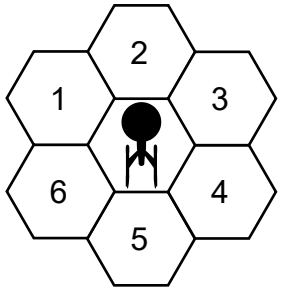
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **48**

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

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

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

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: H-9 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 34.4 Captain's Skill Rating: _____
WDF: 0 Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RIA-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

PORT ENGINE POWER TRACK

Type RWA-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

STARBOARD ENGINE POWER TRACK

Type RWA-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	14											
Power to Movement (Movement Point Ratio 1/1)												
Power to Shields (Shield Point Ratio 1/1)												
Power to Weapons												
Power to Cloak (Points to Power ____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: M SUPERSTRUCTURE: O WARP SPEED: _____

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

WEAPON 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												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **8**

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

DAMAGE CHART A B Ⓒ

DAMAGE POINT RECORD

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

TURN #1

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #2

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #3

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #4

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #5

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #6

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #7

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #8

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #9

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #10

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

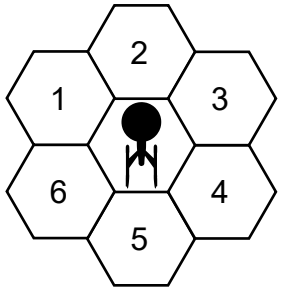
TURN #11

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

TURN #12

FORWARD #1	#2	#3	AFT #4	#5	#6
1–20	1–20	1–20	1–20	1–20	1–20

SHIELD DIAGRAM



SYSTEM 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 **2**

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: **Romulan**

Vessel Class: **H-9 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **36.8** Captain's Skill Rating: _____

WDF: **7.2** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-3a** Firing Chart **L** Maximum Power **6** Damage Modifiers +3(**1** – **3**) +2(**4** – **8**) +1(**9** –**12**)	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-3a** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type **RB-3a** ☐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												

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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

PORT ENGINE POWER TRACK

Type **RWA-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

STARBOARD ENGINE POWER TRACK

Type **RWA-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	**15**											
Power to Movement Movement Point Ratio **1/1**												
Power to Shields Shield Point Ratio **1/1**												
Power to Weapons												
Power to Cloak Points to Power _____												

HELM DISPLAY

STRESS CHARTS

ENGINE: **M** SUPERSTRUCTURE: **O** WARP SPEED: _____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR 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 **RSB** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **8**

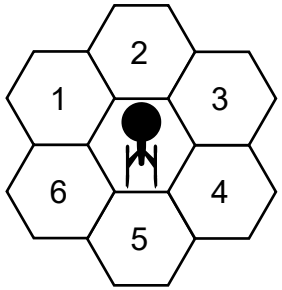
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **2**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **H-11 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **16.9** Captain's Skill Rating: _____

WDF: **0** Crew Skill Rating: _____

WEAPON 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 _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-1 (x2)**

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

PORT ENGINE 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

STARBOARD ENGINE 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	2											
Power to Movement Movement Point Ratio 1/3												
Power to Shields Shield Point Ratio 1/1												
Power to Weapons												
Power to Cloak Points to Power _____												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N/A** SUPERSTRUCTURE: **N/A** WARP SPEED: _____

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

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											

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSA** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **5**

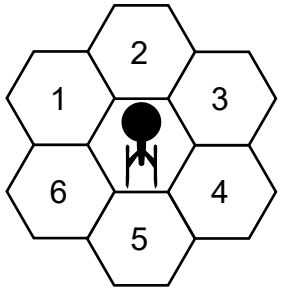
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM 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 **1**

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

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

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

MASTER CONTROL PANEL

Race: **Romulan**

Vessel Class: **H-11 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **26.9** Captain's Skill Rating: _____

WDF: **1** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-2 (x2)**

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

PORT ENGINE 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

STARBOARD ENGINE 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	4											
Power to Movement (Movement Point Ratio **1/3**)												
Power to Shields (Shield Point Ratio **1/1**)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N/A** SUPERSTRUCTURE: **N/A** WARP SPEED: _____

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

WEAPON DISPLAY

Beam Type **RB-1** Firing Chart **G** 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 _____

Type / Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-1** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-1** ☐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												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSA** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **5**

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

DAMAGE CHART A B (C)

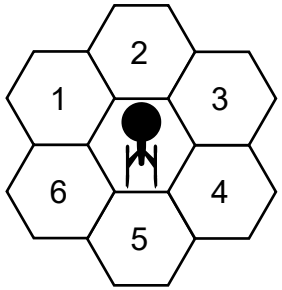
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **1**

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: **Romulan**

Vessel Class: **H-11 *Type 3***

Vessel Name: _____ Captain's Name: _____

D: **26.9** Captain's Skill Rating: _____

WDF: **1.6** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-2** Firing Chart **K** 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 **RB-2** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type **RB-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												

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-2 (x2)**

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

PORT ENGINE 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

STARBOARD ENGINE 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	4											
Power to Movement Movement Point Ratio **1/3**												
Power to Shields Shield Point Ratio **1/1**												
Power to Weapons												
Power to Cloak Points to Power _____												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N/A** SUPERSTRUCTURE: **N/A** WARP SPEED: _____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR 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 **RSA** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **5**

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

DAMAGE CHART A B (C)

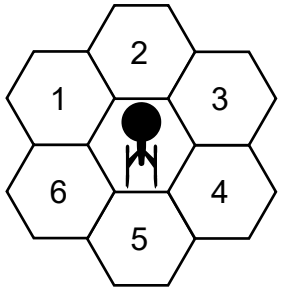
DAMAGE POINT RECORD

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

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

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

SHIELD DIAGRAM



SYSTEM 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 **1**

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

M-12 ..... Type 1
M-12 ..... Type 2
M-39 ..... Type 1
M-39 ..... Type 2
Z-13 ..... Type 1
Z-13 ..... Type 2
CS-5 ..... Type 1
CS-5 ..... Type 2
CS-9 ..... Type 1
V-43 ..... Type 1
V-43 ..... Type 2
V-43 ..... Type 3
V-45 ..... Type 1
V-48 ..... Type 1
V-48 ..... Type 2
V-69 ..... Type 1
V-74 ..... Type 1
V-74 ..... Type 2
V-74 ..... Type 3
V-76 ..... Type 1
V-76 ..... Type 2
V-81 ..... Type 1
V-81 ..... Type 2
V-87 ..... Type 1
V-88 ..... Type 1
V-103 ..... Type 1
V-103 ..... Type 2
P-38 ..... Type 1
P-38 ..... Type 2
P-38 ..... Type 4
P-81 ..... Type 1
P-81 ..... Type 2
T-11 ..... Type 1
T-13 ..... Type 1
T-21 ..... Type 1
T-21 ..... Type 2
T-27 ..... Type 1
T-27 ..... Type 2
R-5 ..... Type 1
R-7 ..... Type 1
R-7 ..... Type 2
R-8 ..... Type 1
R-8 ..... Type 2
Q-3 ..... Type 1
Q-3 ..... Type 2
S-2 ..... Type 1
S-2 ..... Type 1 - Alpha
S-2 ..... Type 1 - Beta
S-2 ..... Type 2
S-2 ..... Type 2 - Alpha
S-2 ..... Type 2 - Beta
S-10 ..... Type 1
S-10 ..... Type 2
S-15 ..... Type 1
S-15 ..... Type 2
S-15 ..... Type 4
S-71 ..... Type 1
S-71 ..... Type 2
S-71 ..... Type 3
I-2 ..... Type 1
I-2 ..... Type 3
I-2 ..... Type 4
I-2 ..... Type 6
I-18 ..... Type 1
I-18 ..... Type 2
I-18 ..... Type 3
I-31 ..... Type 1
H-9 ..... Type 1
H-9 ..... Type 2
H-11 ..... Type 1
H-11 ..... Type 2
H-11 ..... Type 3

Permission granted to photocopy forms in this book for personal use only.

Star Trek is a registered trademark of CBS Paramount Pictures Corporation.
Copyright 2020
All Rights Reserved.

Cover Art: Jetfreak-7