Romulan Ship Recgonition Manual

MASTER CONTROL BOOK

FASA CORPORATION

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: M-4 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 56 Captain's Skill Rating: _____
WDF: 5.6 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 _____ 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-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 RWF-1

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

STARBOARD ENGINE POWER TRACK

Type RWF-1

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

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

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: L WARP SPEED: _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSE** SHIELD POINT RATIO **1/2** 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 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

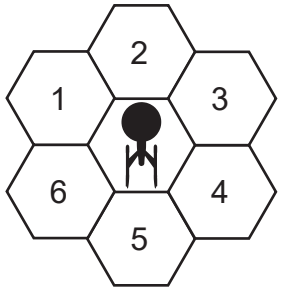
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **84**

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-8 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 64.2 Captain's Skill Rating: _____
WDF: 5.6 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: _____ 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 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 1/2)												
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	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
RB-7a ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
RB-7a ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F A S												

DAMAGE CONTROL DISPLAY

SHIELDS

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

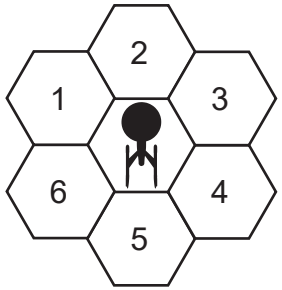
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 (1-8)	2ND HIT (1-6)	3RD HIT (1-4)	4TH HIT (1-2)	5TH HIT (out)
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS					
SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW **62**

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: ***Z-1 Type 1***

Vessel Name: _____ Captain's Name: _____

D: **141.3** Captain's Skill Rating: _____

WDF: **112** Crew Skill Rating: _____

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 _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIF-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 **RWG-1**

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

STARBOARD ENGINE POWER TRACK

Type **RWG-1**

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	76											
Power to Movement (Movement Point Ratio **5/1**)												
Power to Shields (Shield Point Ratio **1/3**)												
Power to Weapons												
Power to Cloak (Points to Power **75**)												

HELM DISPLAY

STRESS CHARTS

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

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

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

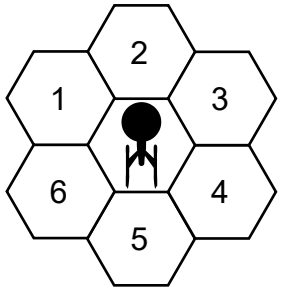
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **550**

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-2 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 36 Captain's Skill Rating: _____
WDF: 1.6 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

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

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	20											
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 _____)												

HELM DISPLAY

STRESS CHARTS

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

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						
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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						
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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						
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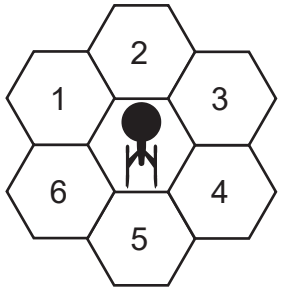
20						

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 **118**

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-2 *Type 6*
Vessel Name: _____ Captain's Name: _____
D: 38 Captain's Skill Rating: _____
WDF: 4.4 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

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

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	23											
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 _____)												

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-7 Firing Chart J Maximum Power 4 Damage Modifiers +3(–) +2(1 – 6) +1(7 –10)	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 (P F S A)	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-7	P F S A												
Type RB-7	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												
Type _____	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSD** 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	

TURN #1

	FORWARD #1	#2	#3	AFT #4	#5	#6
1						
2						
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15						
16						
17						
18						
19						
20						

TURN #2

	FORWARD #1	#2	#3	AFT #4	#5	#6
1						
2						
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4						
5						
6						
7						
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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						
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18						
19						
20						

TURN #4

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

TURN #8

	FORWARD #1	#2	#3	AFT #4	#5	#6
1						
2						
3						
4						
5						
6						
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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						
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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						
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8						
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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						
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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						
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11						
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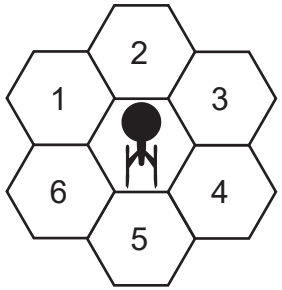
14						
15						
16						
17						
18						
19						
20						

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 **118**

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-2 *Type 10*
Vessel Name: _____ Captain's Name: _____
D: 66.4 Captain's Skill Rating: _____
WDF: 8 Crew Skill Rating: _____

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: _____ 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

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

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 _____)												

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-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												
_____ ☐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 **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

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

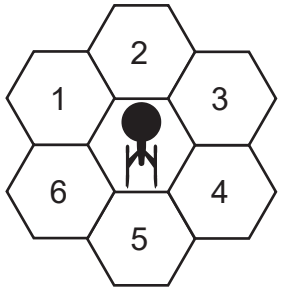
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 (1-8)	2ND HIT (1-6)	3RD HIT (1-4)	4TH HIT (1-2)	5TH HIT (out)
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS					
SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW **33**

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-1 Type 1***

Vessel Name: _____ Captain's Name: _____

D: **141.3** Captain's Skill Rating: _____

WDF: **112** Crew Skill Rating: _____

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 _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIF-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 **RWG-1**

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

STARBOARD ENGINE POWER TRACK

Type **RWG-1**

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	76											
Power to Movement (Movement Point Ratio **5/1**)												
Power to Shields (Shield Point Ratio **1/3**)												
Power to Weapons												
Power to Cloak (Points to Power **75**)												

HELM DISPLAY

STRESS CHARTS

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

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

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

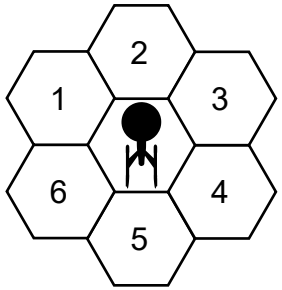
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **550**

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-1 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **41.5** Captain's Skill Rating: _____

WDF: **4.8** 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 **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 **RB-2** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc (P) F S (A)												
Type **RB-2** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F (A) (S)												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F 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 **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 **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	22											
Power to Movement Movement Point Ratio **3/1**												
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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSD** 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	

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

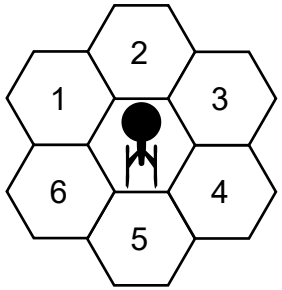
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 (1-8)	2ND HIT (1-6)	3RD HIT (1-4)	4TH HIT (1-2)	5TH HIT (out)
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS					
SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW **135**

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-1 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **50** Captain's Skill Rating: _____

WDF: **13.2** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-7** Firing Chart **J** Maximum Power **4** Damage Modifiers +3(–) +2(**1** – **6**) +1(**7** – **10**)	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 **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 **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	25											
Power to Movement (Movement Point Ratio **3/1**)												
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

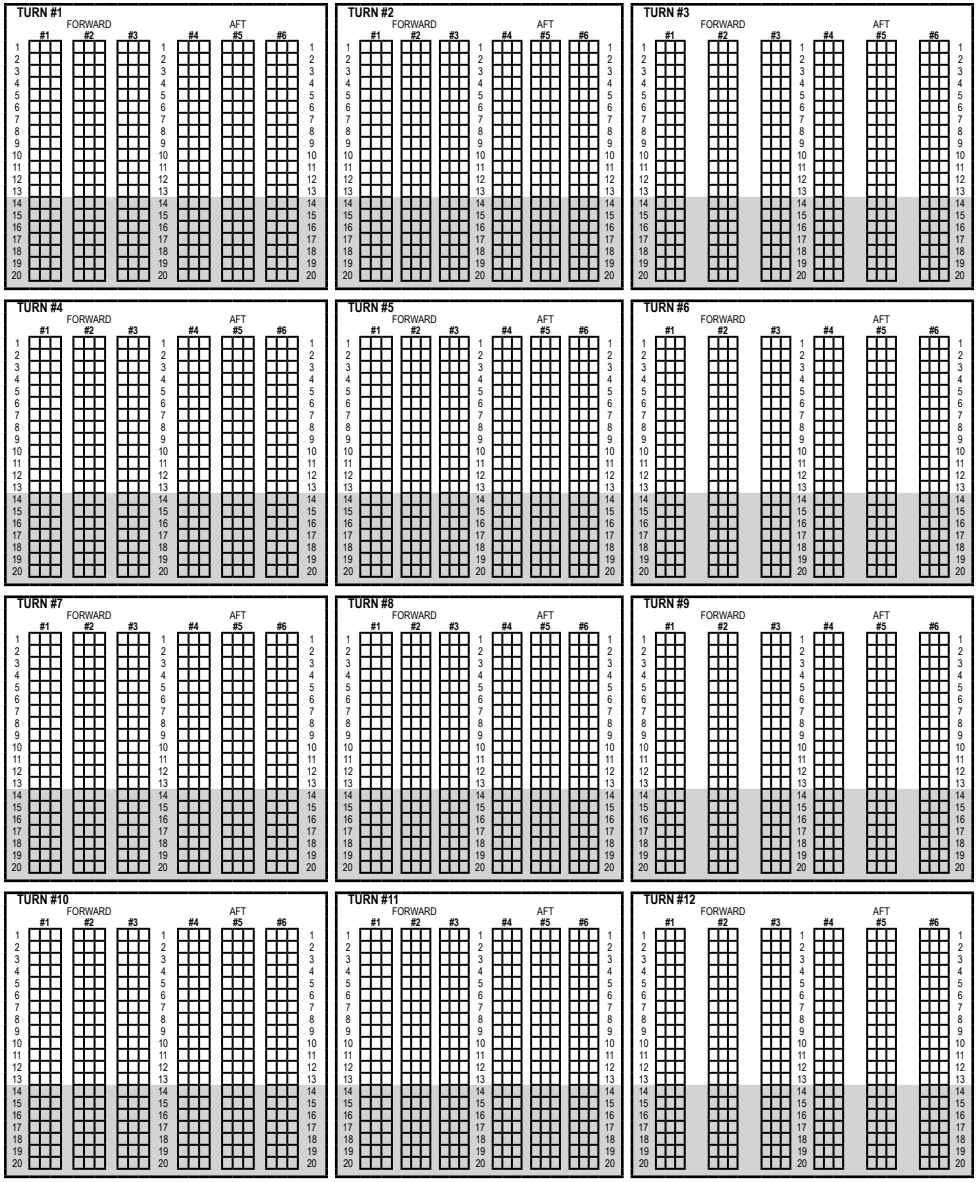
Type	☐OPER	☐DMGD	☐REPD	☐INOP	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
RB-7					P F S A												
RB-7					P F S A												
RB-7					P F S A												
RB-7					P F S A												
RB-7					P F S A												
RB-7					P F S A												
					P F S A												
					P F S A					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

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

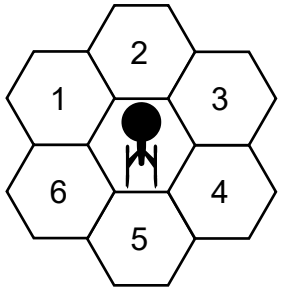


DAMAGE CHART A (B) C

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 **135**

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-2 Type 2***

Vessel Name: _____ Captain's Name: _____

D: **53.5** Captain's Skill Rating: _____

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

WEAPON DISPLAY

Beam Type **RB-4** Firing Chart **J** Maximum Power **6** Damage Modifiers +3(**1** – **2**) +2(**3** – **6**) +1(**7** –**10**)	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-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												

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 **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	**35**											
Power to Movement Movement Point Ratio **3/1**												
Power to Shields Shield Point Ratio **1/1**												
Power to Weapons												
Power to Cloak Points to Power _____												

HELM DISPLAY

STRESS CHARTS

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

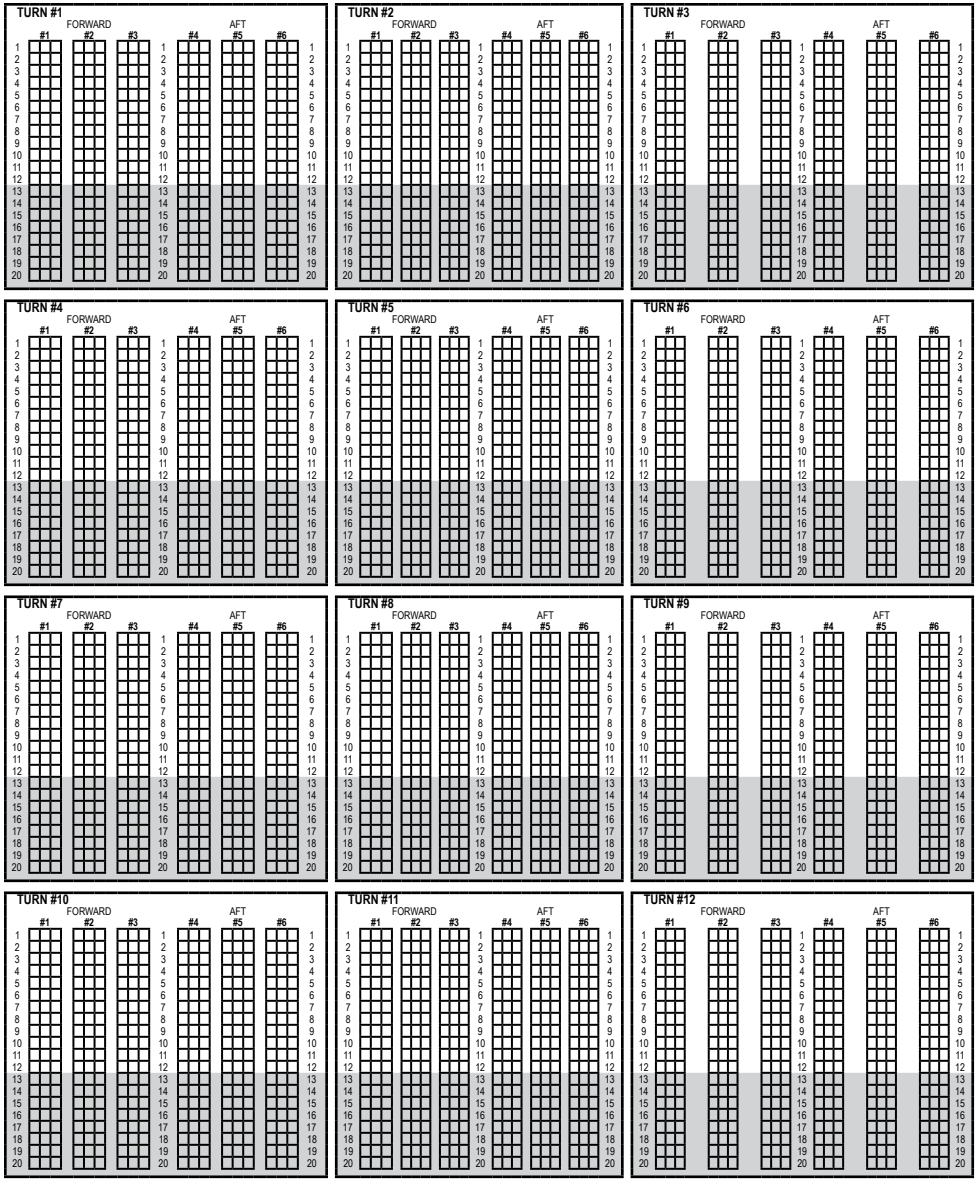
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSG** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **12**

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

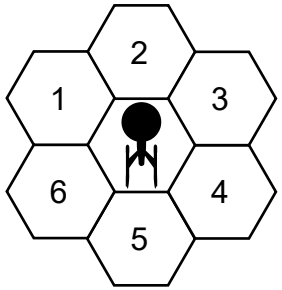


DAMAGE CHART A B C

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 **220**

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-2 Type 5***

Vessel Name: _____ Captain's Name: _____

D: **57.5** Captain's Skill Rating: _____

WDF: **23.1** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-4**	Missile Type **RPL-1**
Firing Chart **J**	Firing Chart **E**
Maximum Power **6**	Power to Arm **10**
Damage Modifiers +3(**1** – **2**) +2(**3** – **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 _____

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 **1/1**)												
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
RB-4 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-4 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-4 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-4 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-4 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-4 ☐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												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSJ** SHIELD POINT RATIO **1/1** 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

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

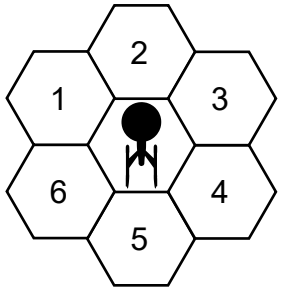
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **225**

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-4 Type 1***

Vessel Name: _____ Captain's Name: _____

D: **50.7** Captain's Skill Rating: _____

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

WEAPON DISPLAY

Beam Type **RB-4** Firing Chart **J** Maximum Power **6** Damage Modifiers +3(**1** – **2**) +2(**3** – **6**) +1(**7** –**10**)	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-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P (F) S A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P (F) S A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc (P) F S (A)												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc (P) F S (A)												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F (S) A												
Type **RB-4** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F (S) A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												

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 **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	**32**											
Power to Movement Movement Point Ratio **3/1**												
Power to Shields Shield Point Ratio **1/1**												
Power to Weapons												
Power to Cloak Points to Power _____												

HELM DISPLAY

STRESS CHARTS

ENGINE: **N** SUPERSTRUCTURE: **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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSG** SHIELD POINT RATIO **1/1** 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)

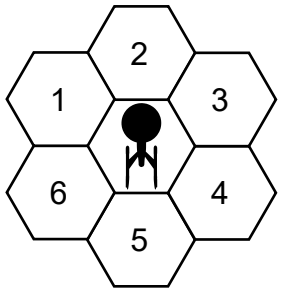
DAMAGE POINT RECORD

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 **160**

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-4 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **55.1** Captain's Skill Rating: _____

WDF: **24** Crew Skill Rating: _____

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 _____ 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 **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 **1/1**												
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-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 _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F 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 **RSJ** SHIELD POINT RATIO **1/1** 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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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

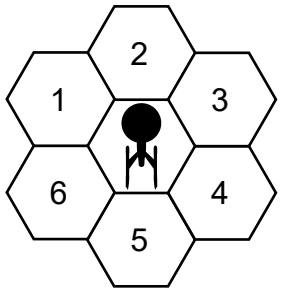
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **160**

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-5 Type 1***

Vessel Name: _____ Captain's Name: _____

D: **60.8** Captain's Skill Rating: _____

WDF: **30.6** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-6** Firing Chart **T** Maximum Power **6** Damage Modifiers +3(–) +2(**1 – 18**) +1(–)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____
Beam Type **RB-5** Firing Chart **V** Maximum Power **5** Damage Modifiers +3(**1 – 10**) +2(**11 – 16**) +1(**17 – 21**)	Missile Type _____ Firing Chart _____ Power to Arm _____ Damage _____

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 **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	35											
Power to Movement (Movement Point Ratio **3/1**)												
Power to Shields (Shield Point Ratio **1/1**)												
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-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-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 _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐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 **RSJ** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **14**

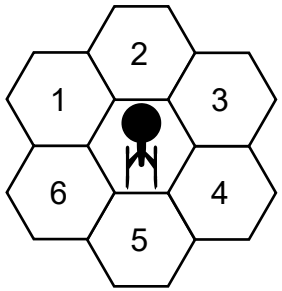
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **270**

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-5 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 62.2 Captain's Skill Rating: _____
WDF: 14.1 Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type: RB-5	Missile Type: RPL-1
Firing Chart: V	Firing Chart: E
Maximum Power: 5	Power to Arm: 10
Damage Modifiers +3(1 – 10) +2(11 – 16) +1(17 – 21)	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 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 1/1)												
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	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-5 ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type RB-5 ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type RB-5 ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type RB-5 ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc P F S A												
Type 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												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSJ** SHIELD POINT RATIO **1/1** 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

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

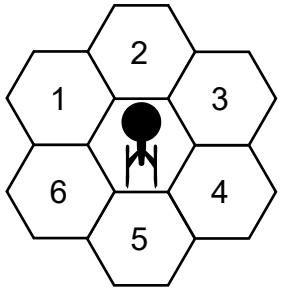
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **270**

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-6 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **82.5** Captain's Skill Rating: _____

WDF: **41.7** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-6**	Missile Type **RPL-2**
Firing Chart **T**	Firing Chart **M**
Maximum Power **6**	Power to Arm **15**
Damage Modifiers +3(–) +2(**1** – **18**) +1(–)	Damage **RL-2**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

ENGINEERING DISPLAY

Type **RID-1**

IMPULSE ENGINE POWER TRACK

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

Type **RWF-1**

PORT ENGINE POWER TRACK

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

Type **RWF-1**

STARBOARD ENGINE POWER TRACK

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

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

HELM DISPLAY

STRESS CHARTS

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
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-6					P F S A												
RB-6					P F S A												
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												
RPL-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												

DAMAGE CONTROL DISPLAY

SHIELDS

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

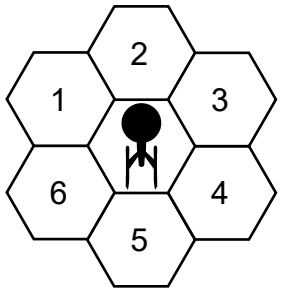
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B (C)

DAMAGE POINT RECORD

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

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 **300**

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-6 *Type 5***

Vessel Name: _____ Captain's Name: _____

D: **98.8** Captain's Skill Rating: _____

WDF: **49.5** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-9**	Missile Type **RPL-2**
Firing Chart **W**	Firing Chart **M**
Maximum Power **6**	Power to Arm **15**
Damage Modifiers +3(**1** – **8**) +2(**9** –**16**) +1(**17**–**20**)	Damage **RL-2**
Beam Type _____	Missile Type _____
Firing Chart _____	Firing Chart _____
Maximum Power _____	Power to Arm _____
Damage Modifiers +3(–) +2(–) +1(–)	Damage _____

ENGINEERING DISPLAY

Type **RID-1**

IMPULSE ENGINE POWER TRACK

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

Type **RWF-1**

PORT ENGINE POWER TRACK

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

Type **RWF-1**

STARBOARD ENGINE POWER TRACK

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

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

HELM DISPLAY

STRESS CHARTS

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
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-9 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-9 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-9 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-9 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-9 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-9 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RPL-2 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____ ☐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 **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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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

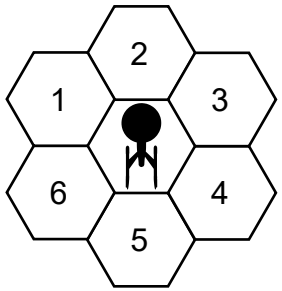
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **300**

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-6 *Type 7***

Vessel Name: _____ Captain's Name: _____

D: **113.7** Captain's Skill Rating: _____

WDF: **49.5** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-9**	Missile Type **RPL-2**
Firing Chart **W**	Firing Chart **M**
Maximum Power **6**	Power to Arm **15**
Damage Modifiers +3(**1** – **8**) +2(**9** –**16**) +1(**17**–**20**)	Damage **RL-2**
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-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 **RWG-1**

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

STARBOARD ENGINE POWER TRACK

Type **RWG-1**

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	52											
Power to Movement (Movement Point Ratio **4/1**)												
Power to Shields (Shield Point Ratio **1/3**)												
Power to Weapons												
Power to Cloak (Points to Power **38**)												

HELM DISPLAY

STRESS CHARTS

ENGINE: **G** 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-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												
RPL-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 **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

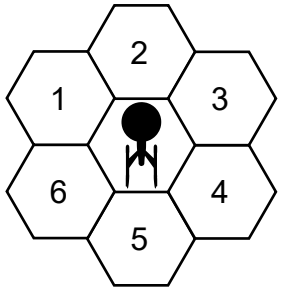
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **300**

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-7 Type 1***

Vessel Name: _____ Captain's Name: _____

D: **78.6** Captain's Skill Rating: _____

WDF: **31.5** Crew Skill Rating: _____

WEAPON DISPLAY

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

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	44											
Power to Movement (Movement Point Ratio **4/1**)												
Power to Shields (Shield Point Ratio **1/2**)												
Power to Weapons												
Power to Cloak (Points to Power **15**)												

HELM DISPLAY

STRESS CHARTS

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
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
Type **RB-5**					P F S A												
Type **RB-5**					P F S A												
Type **RB-5**					P F S A												
Type **RB-5**					P F S A												
Type _____					P F S A												
Type **RPL-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												

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

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

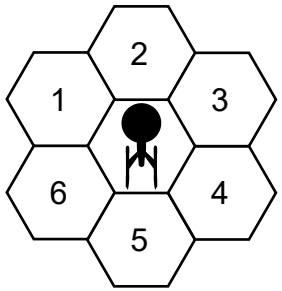
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **320**

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-7 Type 3***

Vessel Name: _____ Captain's Name: _____

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

WDF: **40.4** 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-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 **RWF-1**

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

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

HELM DISPLAY

STRESS CHARTS

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

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

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-9		P F S A												
RB-9		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 **RSL** SHIELD POINT RATIO **1/3** 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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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

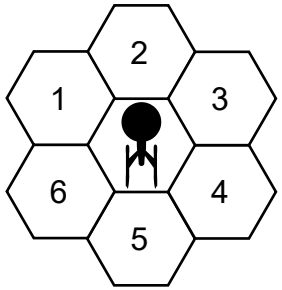
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **322**

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-8 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **58.5** Captain's Skill Rating: _____

WDF: **14.3** Crew Skill Rating: _____

WEAPON DISPLAY

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

ENGINEERING DISPLAY

Type **RIB-1**

IMPULSE ENGINE POWER TRACK

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

Type **RWC-1**

PORT ENGINE POWER TRACK

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

Type **RWC-1**

STARBOARD ENGINE POWER TRACK

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	26											
Power to Movement (Movement Point Ratio **3/1**)												
Power to Shields (Shield Point Ratio **1/2**)												
Power to Weapons												
Power to Cloak (Points to Power **15**)												

HELM DISPLAY

STRESS CHARTS

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

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

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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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

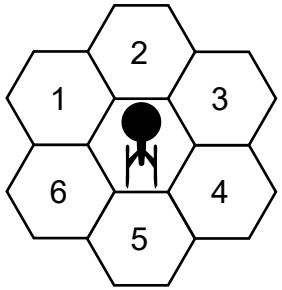
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **150**

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-8 *Type 4***

Vessel Name: _____ Captain's Name: _____

D: **64.5** Captain's Skill Rating: _____

WDF: **21.3** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-6**	Missile Type **RPL-2**
Firing Chart **T**	Firing Chart **M**
Maximum Power **6**	Power to Arm **15**
Damage Modifiers +3(–) +2(**1 –18**) +1(–)	Damage **RL-2**
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 **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	28											
Power to Movement (Movement Point Ratio **3/1**)												
Power to Shields (Shield Point Ratio **1/2**)												
Power to Weapons												
Power to Cloak (Points to Power **15**)												

HELM DISPLAY

STRESS CHARTS

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
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 _____ ☐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 _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐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	

TURN #1

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

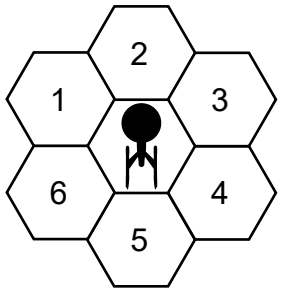
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **150**

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-9 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **64.5** Captain's Skill Rating: _____

WDF: **28.2** Crew Skill Rating: _____

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 _____

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 **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	28											
Power to Movement (Movement Point Ratio **3/1**)												
Power to Shields (Shield Point Ratio **1/2**)												
Power to Weapons												
Power to Cloak (Points to Power **15**)												

HELM DISPLAY

STRESS CHARTS

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

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

TURN #1

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

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

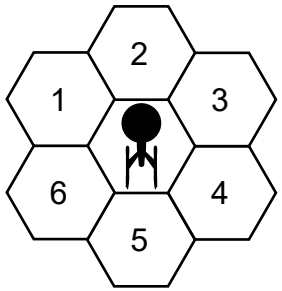
TURN #11

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

TURN #12

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

SHIELD DIAGRAM



SYSTEM REPAIR STATUS

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

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW **162**

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-9 *Type 6***

Vessel Name: _____ Captain's Name: _____

D: **70.9** Captain's Skill Rating: _____

WDF: **28.2** Crew Skill Rating: _____

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 _____

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 **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	34											
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
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 **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												
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	

TURN #1

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

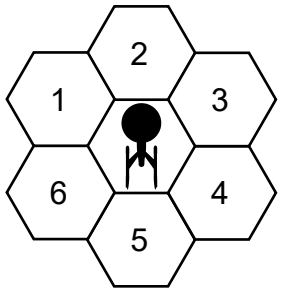
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **162**

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-11 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **60.1** Captain's Skill Rating: _____

WDF: **20.4** Crew Skill Rating: _____

WEAPON DISPLAY

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

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **KIC-2**

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

PORT ENGINE POWER TRACK

Type **KWD-1**

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

STARBOARD ENGINE POWER TRACK

Type **KWD-1**

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	40											
Power to Movement (Movement Point Ratio **4/1**)												
Power to Shields (Shield Point Ratio **1/1**)												
Power to Weapons												
Power to Cloak (Points to Power **15**)												

HELM DISPLAY

STRESS CHARTS

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

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

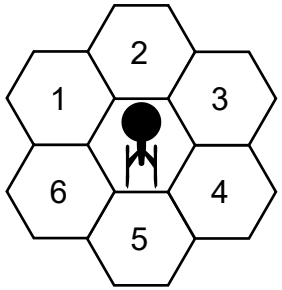
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **350**

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-11 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **76.6** Captain's Skill Rating: _____

WDF: **24.3** Crew Skill Rating: _____

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 _____

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 **RWF-1**

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

STARBOARD ENGINE POWER TRACK

Type **RWF-1**

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

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

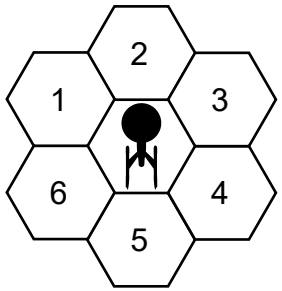
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 (1-8)	2ND HIT (1-6)	3RD HIT (1-4)	4TH HIT (1-2)	5TH HIT (out)
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS					
SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW **355**

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-11 *Type 5***

Vessel Name: _____ Captain's Name: _____

D: **100.2** Captain's Skill Rating: _____

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

WEAPON DISPLAY

Beam Type **RB-10**	Missile Type **RP-3**
Firing Chart **U**	Firing Chart **Q**
Maximum Power **8**	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

Type **RID-2**

IMPULSE ENGINE POWER TRACK

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

Type **RWF-1**

PORT ENGINE POWER TRACK

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

Type **RWF-1**

STARBOARD ENGINE POWER TRACK

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

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

HELM DISPLAY

STRESS CHARTS

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

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

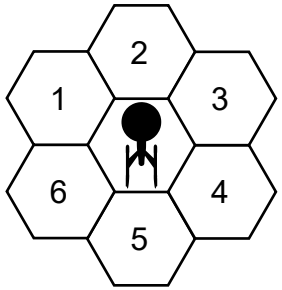
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **350**

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

PERCENT CASUALTIES TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

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-20 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **76.9** Captain's Skill Rating: _____

WDF: **38.7** Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type **RB-10**	Missile Type **RPL-2**
Firing Chart **U**	Firing Chart **M**
Maximum Power **8**	Power to Arm **15**
Damage Modifiers +3(**1** – **8**) +2(**9** –**16**) +1(**17**–**20**)	Damage **RL-2**
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-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 **RPL-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 **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	

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

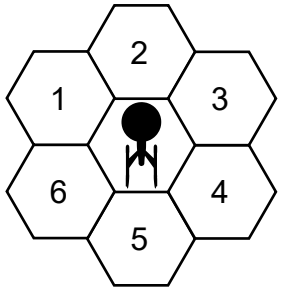
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **205**

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-20 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **84.3** Captain's Skill Rating: _____

WDF: **34.8** Crew Skill Rating: _____

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 _____

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-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 **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												

DAMAGE CONTROL DISPLAY

SHIELDS

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

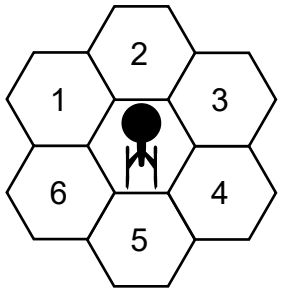
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **205**

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-27 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 93.3 Captain's Skill Rating: _____
WDF: 42.6 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 RWG-1

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

STARBOARD ENGINE POWER TRACK

Type RWG-1

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

	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available		52											
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 38)													

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: L WARP SPEED: _____

	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS													
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 RB-6 Firing Chart T Maximum Power 6 Damage Modifiers +3(–) +2(1 –18) +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 _____ ☐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													

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

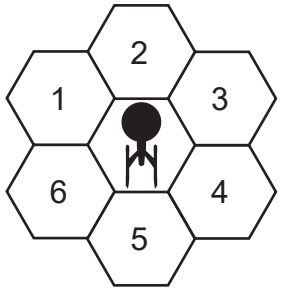
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **420**

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

PERCENT CASUALTIES TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: V-27 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 96.2 Captain's Skill Rating: _____
WDF: 52.8 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 RWG-1

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

STARBOARD ENGINE POWER TRACK

Type RWG-1

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	52											
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 38)												

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: L WARP SPEED: _____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
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 RB-6 Firing Chart T Maximum Power 6 Damage Modifiers +3(–) +2(1 –18) +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-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 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-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

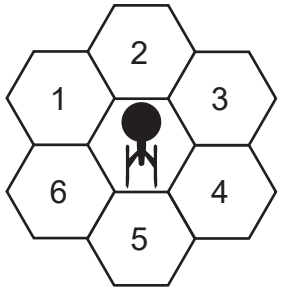
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **420**

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-30 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **132.9** Captain's Skill Rating: _____

WDF: **64.9** Crew Skill Rating: _____

WEAPON DISPLAY

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

ENGINEERING DISPLAY

Type **RIE-3**

IMPULSE ENGINE POWER TRACK

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

Type **RWG-1**

PORT ENGINE POWER TRACK

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

Type **RWG-1**

STARBOARD ENGINE POWER TRACK

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

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

HELM DISPLAY

STRESS CHARTS

ENGINE: **G** 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-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												
RB-9		P F S A												
RB-9		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												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSL** SHIELD POINT RATIO **1/3** 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 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

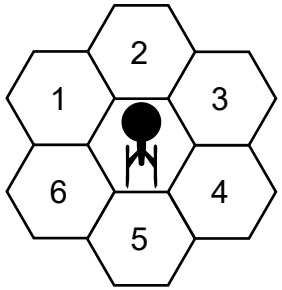
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **350**

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-30 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **134.3** Captain's Skill Rating: _____

WDF: **67.7** 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 **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 **RWG-1**

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

STARBOARD ENGINE POWER TRACK

Type **RWG-1**

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

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

HELM DISPLAY

STRESS CHARTS

ENGINE: **G** 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	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 A(S)												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	(P)F S (A)												
Type **RB-9** ☐OPER ☐DMGD ☐REPD ☐INOP	P F (A)(S)												
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 _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐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 **RSL** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **13**

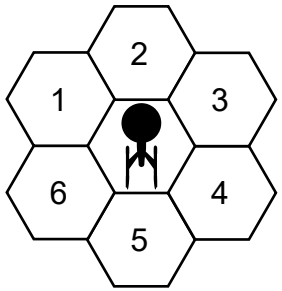
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **348**

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: P-2 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 33.8 Captain's Skill Rating: _____
WDF: 1.6 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 _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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	8											
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: K 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-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												

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 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

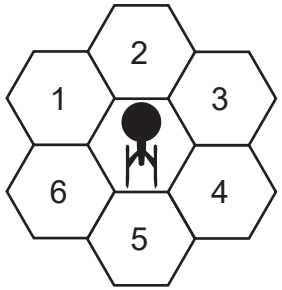
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **16**

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-2 *Type 4*
Vessel Name: _____ Captain's Name: _____
D: 50.7 Captain's Skill Rating: _____
WDF: 4.2 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 _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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	11											
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: J 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-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 _____

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 _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐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 **10**

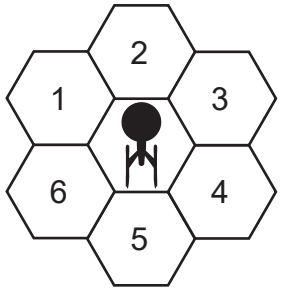
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **16**

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: J-3 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 48.8 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 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 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	34											
Power to Movement (Movement Point Ratio 3/1)												
Power to Shields (Shield Point Ratio 1/1)												
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
☐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												
☐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 **RSG** SHIELD POINT RATIO **1/1** 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

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

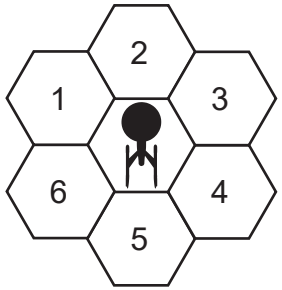
TURN #11

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 **33**

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-3 *Type 3*
Vessel Name: _____ Captain's Name: _____
D: 77.7 Captain's Skill Rating: _____
WDF: 4.2 Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type RIA-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 RSLA

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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	10											
Power to Movement (Movement Point Ratio 1/2)												
Power to Shields (Shield Point Ratio 1/2)												
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-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 _____

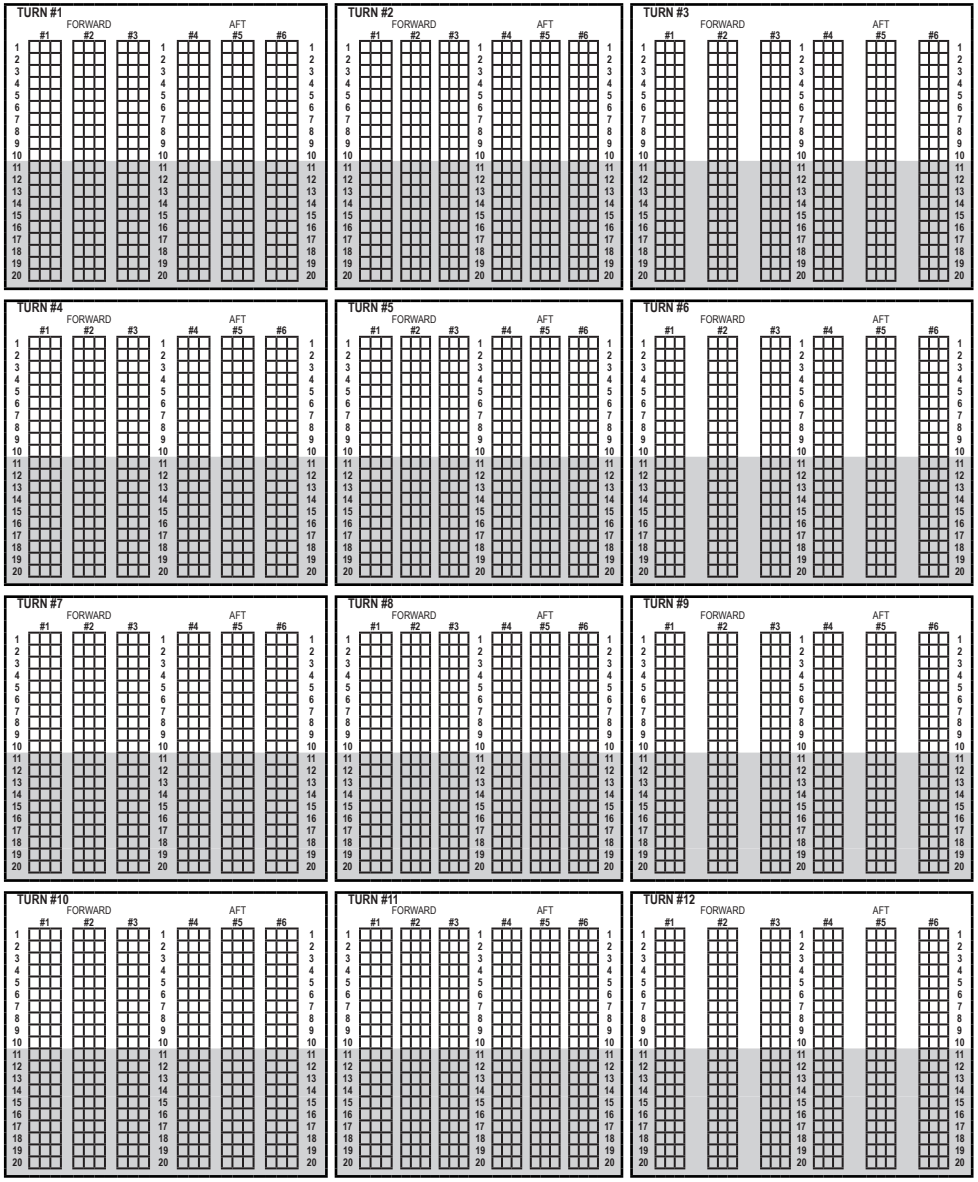
Type	Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
RB-2a	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
RB-2a	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
_____	☐OPER ☐DMGD ☐REPD ☐INOP	P F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

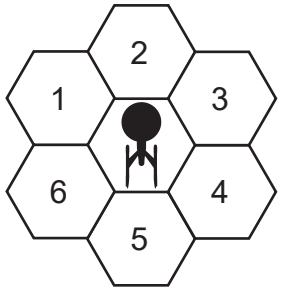


DAMAGE CHART A (B) C

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 **12**

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-12 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 77.7 Captain's Skill Rating: _____
WDF: 3.2 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-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 ____)												

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-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	Firing Arc P F S A												
Type RB-2	Firing Arc P F S A												
Type RB-2	Firing Arc P F S A												
Type RB-2	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												
Type _____	Firing Arc P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

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

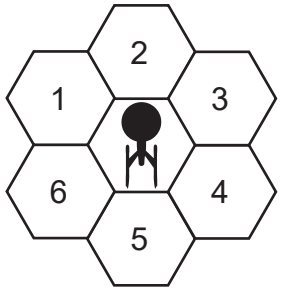
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **16**

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: T-2 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 38.9 Captain's Skill Rating: _____
WDF: 3.2 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 _____

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 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 1/1												
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

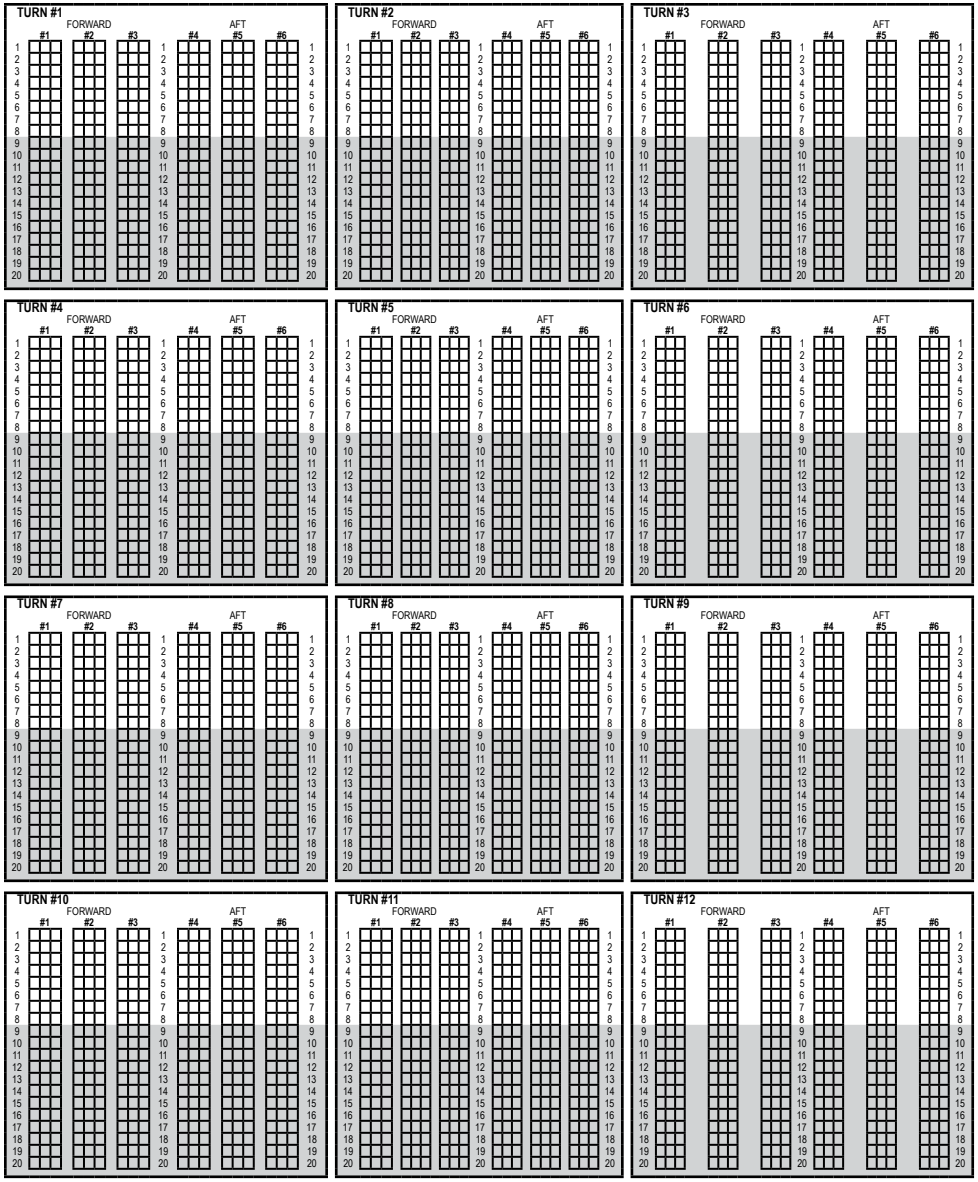
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-2 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type RB-2 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type RB-2 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type RB-2 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A									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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSD** 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												

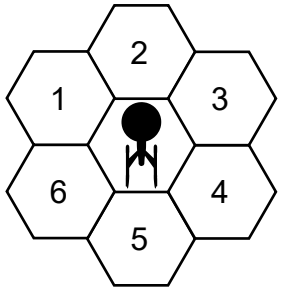


DAMAGE CHART A (B) C

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 **105**

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-2 *Type 3*
Vessel Name: _____ Captain's Name: _____
D: 53.4 Captain's Skill Rating: _____
WDF: 7.1 Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type: RB-2	Missile Type: RPL-1
Firing Chart: K	Firing Chart: E
Maximum Power: 2	Power to Arm: 10
Damage Modifiers +3(–) +2(–) +1(–)	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: 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: 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 ____)												

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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSC** 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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #6
1–20						

TURN #2

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

TURN #3

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

TURN #4

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

TURN #5

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

TURN #6

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

TURN #7

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

TURN #8

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

TURN #9

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

TURN #10

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

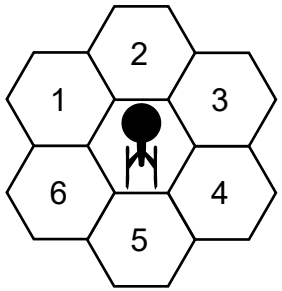
TURN #11

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

TURN #12

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

SHIELD DIAGRAM



SYSTEM REPAIR STATUS

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

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

CASUALTY MODIFIER TRACK

CREW **110**

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-2 *Type 7***

Vessel Name: _____ Captain's Name: _____

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

WDF: **16.5** Crew Skill Rating: _____

WEAPON DISPLAY

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

Type	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												
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												
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												

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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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

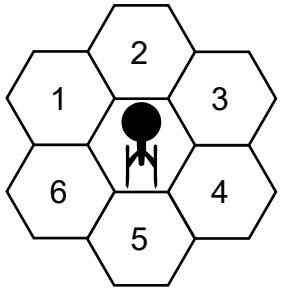
TURN #11

	FORWARD #1	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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	FORWARD #2	FORWARD #3	AFT #4	AFT #5	AFT #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 **112**

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-5 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **70.9** Captain's Skill Rating: _____

WDF: **16** Crew Skill Rating: _____

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 _____ 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-8** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F A S												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F A S												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F A S												
Type **RB-8** ☐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												

ENGINEERING DISPLAY

Type **RIB-3**

IMPULSE ENGINE POWER TRACK

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

Type **RWC-2**

PORT ENGINE POWER TRACK

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

Type **RWC-2**

STARBOARD ENGINE POWER TRACK

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

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 **10**												

HELM DISPLAY

STRESS CHARTS

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

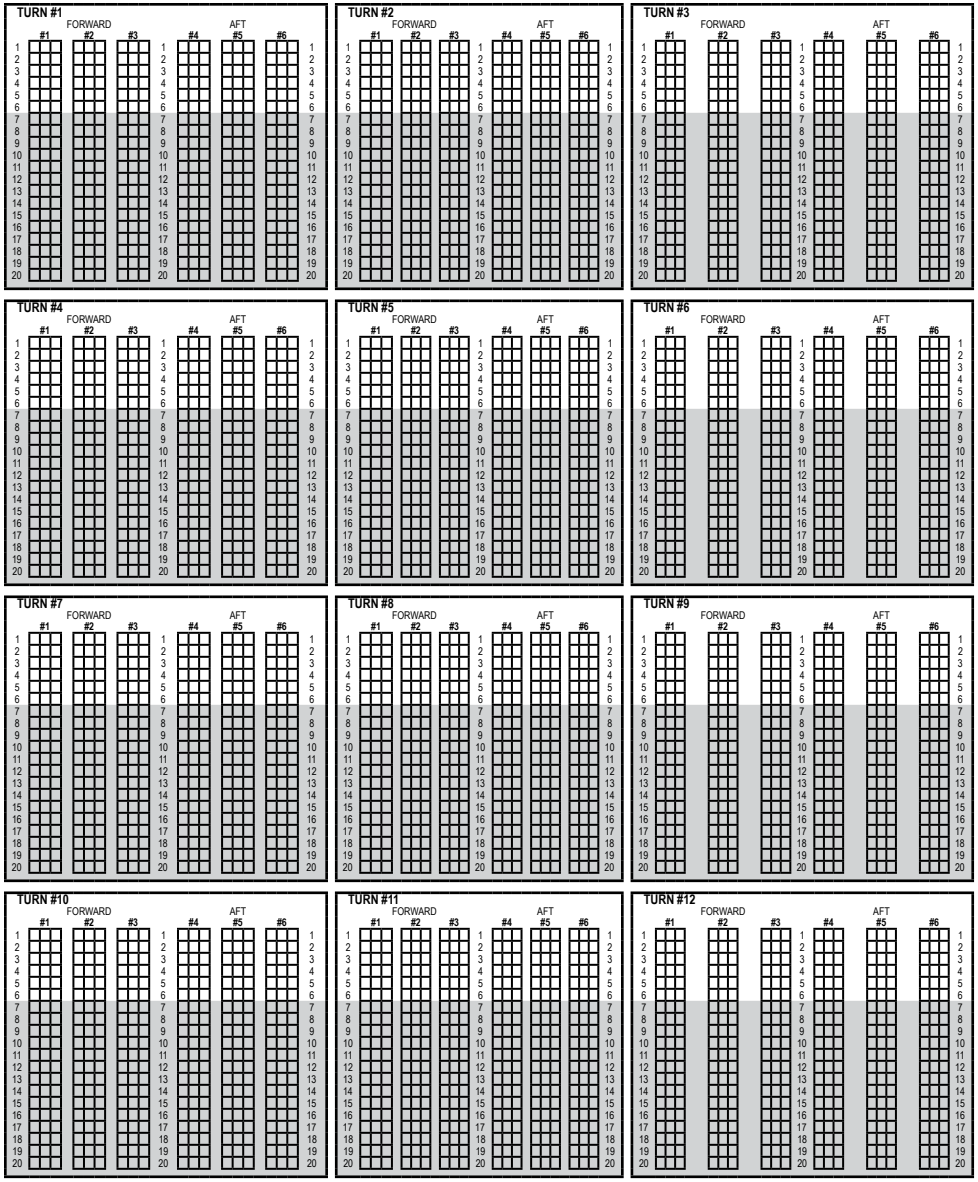
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSC** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **6**

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

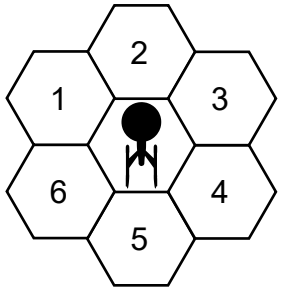


DAMAGE CHART A B (C)

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 **118**

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-5 *Type 4***

Vessel Name: _____ Captain's Name: _____

D: **63.6** Captain's Skill Rating: _____

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

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 _____

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

Type	☐OPER	☐DMGD	☐REPD	☐INOP	Firing Arc	#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												
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												
					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 **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

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

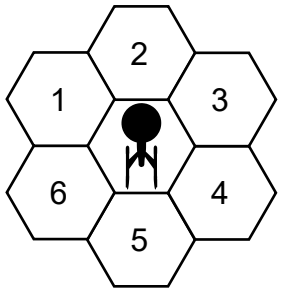
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **118**

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-10 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **58.3** Captain's Skill Rating: _____

WDF: **16** Crew Skill Rating: _____

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 _____ 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-8** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F A S												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F A S												
Type **RB-8** ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F A S												
Type **RB-8** ☐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												

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 **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	**34**											
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

DAMAGE CONTROL DISPLAY

SHIELDS

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

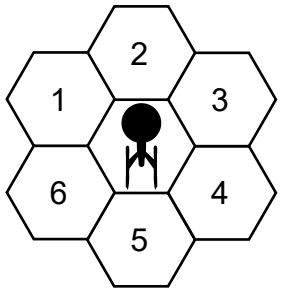
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

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 **122**

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-10 *Type 2***

Vessel Name: _____ Captain's Name: _____

D: **65.7** Captain's Skill Rating: _____

WDF: **21.5** Crew Skill Rating: _____

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-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 **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 **1/2**)												
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

	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 _____ ☐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												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP — Firing Arc P F 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 **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

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

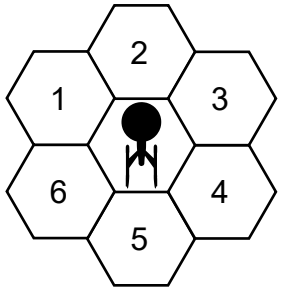
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **122**

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-4 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **46.3** Captain's Skill Rating: _____

WDF: **14.4** 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

ENGINE POWER TRACK

Type **RWF-1**

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

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	26											
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: **F** SUPERSTRUCTURE: **K** 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 _____ 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 _____

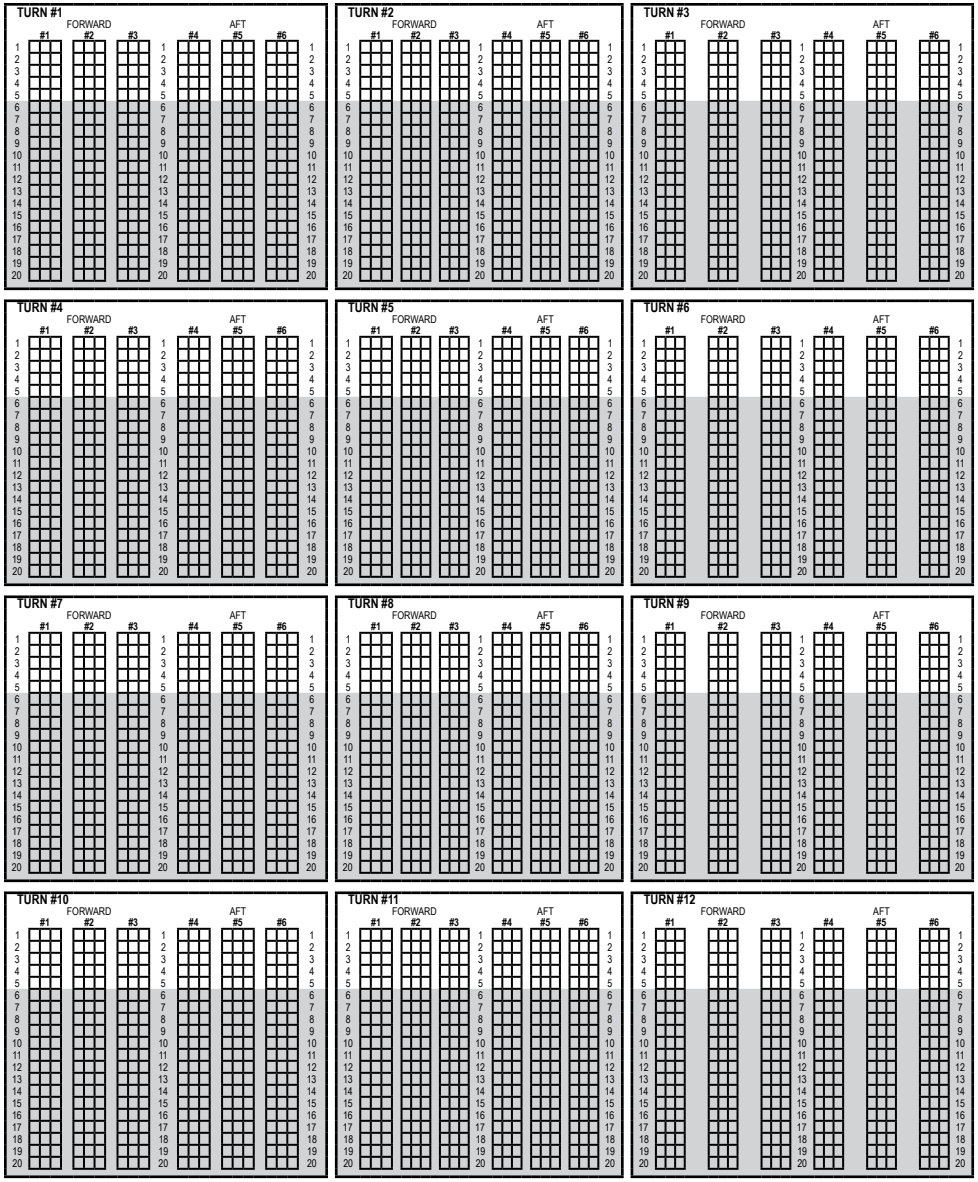
Type	☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
RB-3a		P F S A												
RB-3a		P F S A												
RB-3a		P F S A												
RB-3a		P F S A												
		P F S A												
		P F S A												
		P F S A												
		P F S A												
		P F S A											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

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

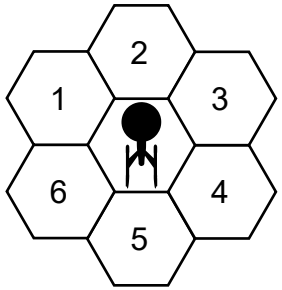


DAMAGE CHART A B (C)

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 **120**

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: **R-4 *Type 5***

Vessel Name: _____ Captain's Name: _____

D: **53.3** Captain's Skill Rating: _____

WDF: **16** Crew Skill Rating: _____

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 _____ 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

Type **RIE-1**

IMPULSE ENGINE POWER TRACK

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

Type **RWF-2**

ENGINE POWER TRACK

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

Type _____

ENGINE POWER TRACK

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

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

HELM DISPLAY

STRESS CHARTS

ENGINE: **F** 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-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												
_____					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 **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

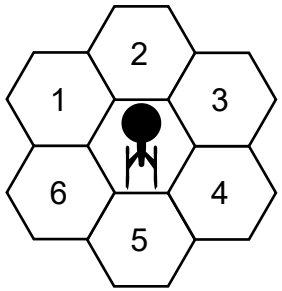
TURN #11

	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 **122**

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: N-8 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 64.7 Captain's Skill Rating: _____
WDF: 4.2 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 _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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	8											
Power to Movement (Movement Point Ratio 1/2)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: K 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-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 _____

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

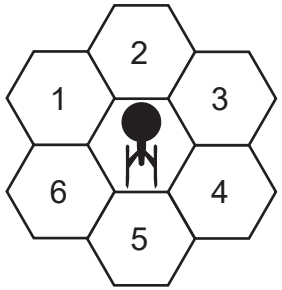
DAMAGE POINT RECORD

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

TURN #1 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 **14**

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: N-8 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 50.7 Captain's Skill Rating: _____
WDF: 6.3 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 _____

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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	11											
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: J 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-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 _____

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSC** 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)

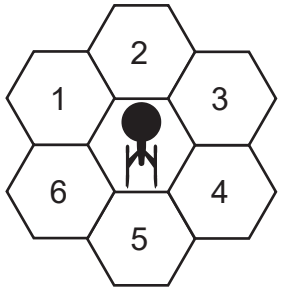
DAMAGE POINT RECORD

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

TURN #1 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 **14**

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: **Q-1 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **41.3** Captain's Skill Rating: _____

WDF: **6.4** 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 **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 **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 **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												

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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 **RSLA**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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 **RSLA**

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

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 **RSD** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **9**

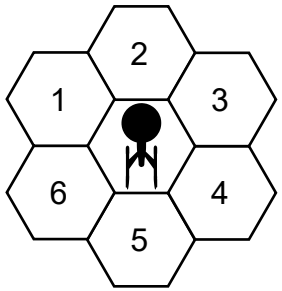
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

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 **32**

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: **Q-4 *Type 3***

Vessel Name: _____ Captain's Name: _____

D: **55.2** Captain's Skill Rating: _____

WDF: **21** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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 **RSLA**

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

CENTER ENGINE POWER TRACK

Type **RSLA**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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 **RSLA**

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

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

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-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 _____

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 **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 **RB-2a** ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐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 **7**

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

DAMAGE CHART A (B) C

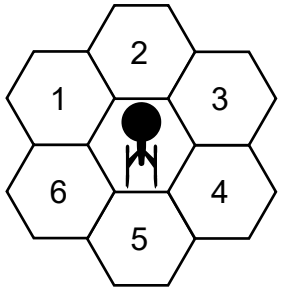
DAMAGE POINT RECORD

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 **34**

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: **Q-4 *Type 9***

Vessel Name: _____ Captain's Name: _____

D: **55.2** Captain's Skill Rating: _____

WDF: **28** Crew Skill Rating: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type **RIA-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 **RSLA**

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

CENTER ENGINE POWER TRACK

Type **RSLA**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	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 **RSLA**

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

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

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-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	☐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												
RB-7a		P F S A												
RB-7a		P F S A												
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												
		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 **7**

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

DAMAGE CHART A (B) C

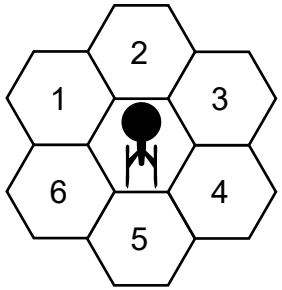
DAMAGE POINT RECORD

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 **34**

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-3 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **47.2** Captain's Skill Rating: _____

WDF: **0.5** Crew Skill Rating: _____

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 _____

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-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												
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-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 **1/1**												
Power to Weapons												
Power to Cloak Points to Power _____												

HELM DISPLAY

STRESS CHARTS

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

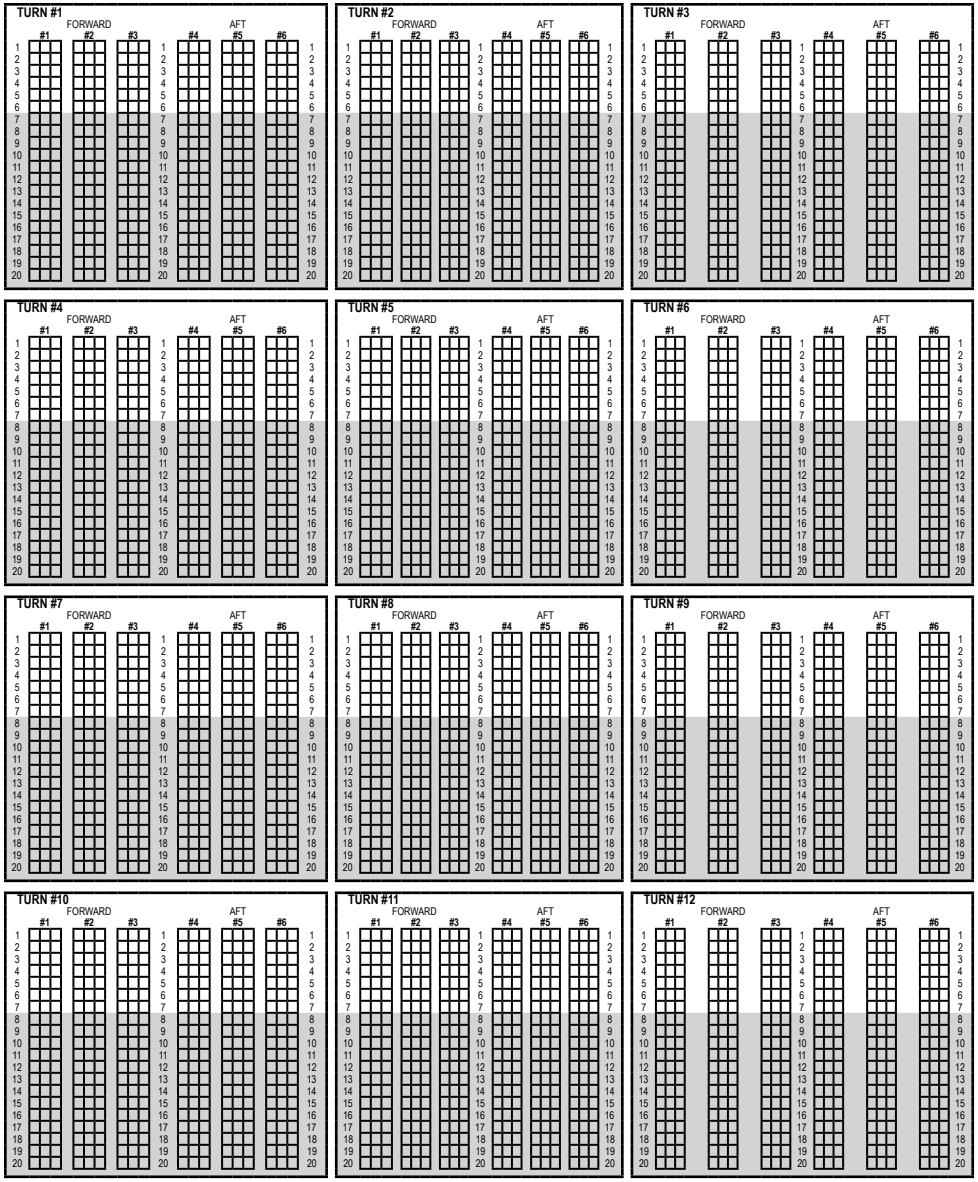
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

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

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

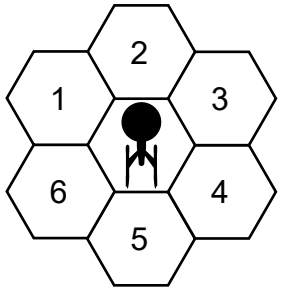


DAMAGE CHART A (B) C

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 **12**

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-3 *Type 3*
Vessel Name: _____ Captain's Name: _____
D: 47.2 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												

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 1/1												
Power to Weapons												
Power to Cloak Points to Power _____												

HELM DISPLAY

STRESS CHARTS

ENGINE: J SUPERSTRUCTURE: M WARP SPEED: _____

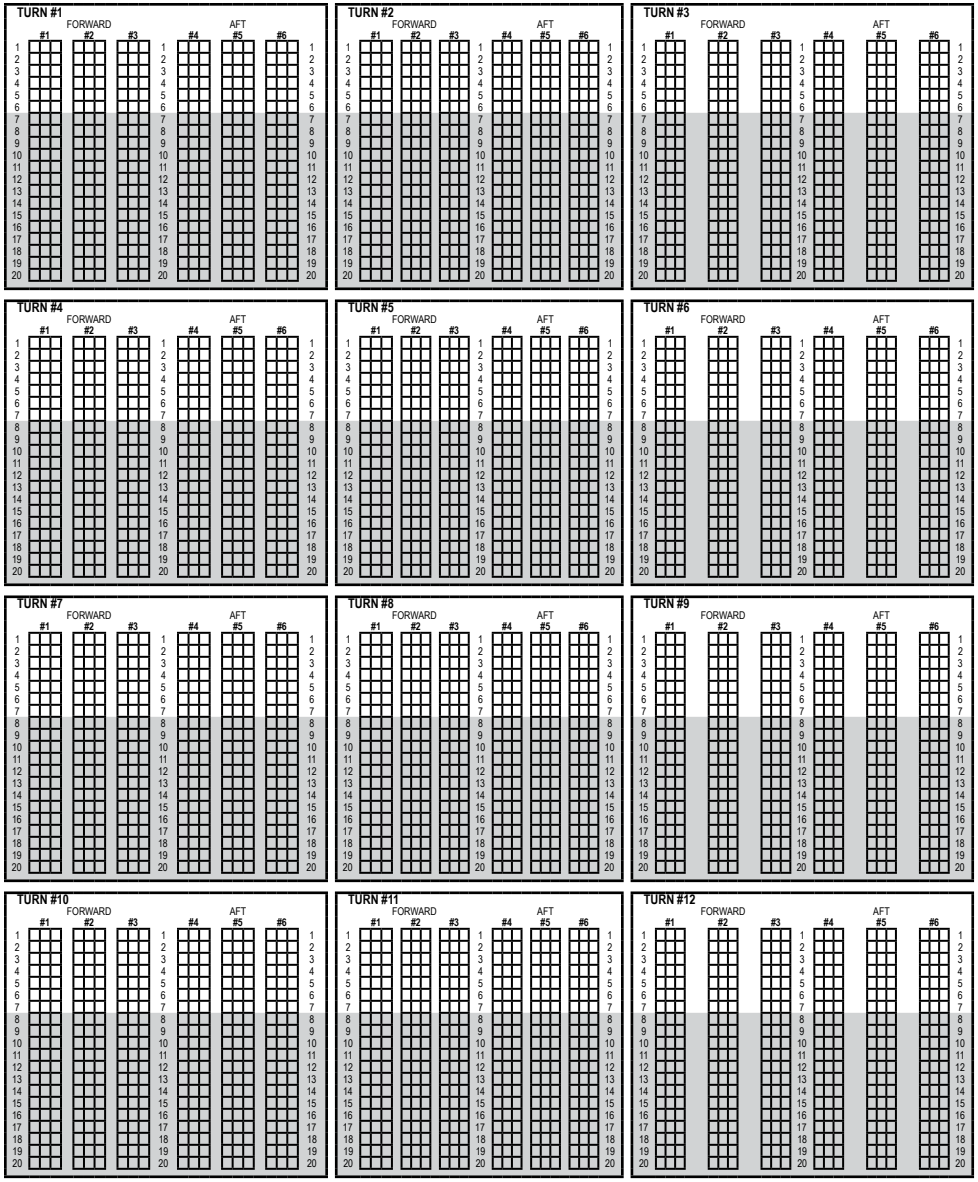
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

DAMAGE CONTROL DISPLAY

SHIELDS

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

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

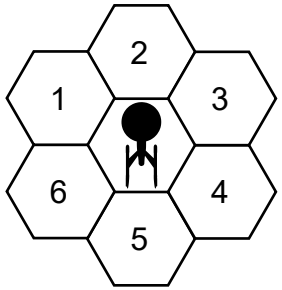


DAMAGE CHART A (B) C

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 **12**

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-3 *Type 8***

Vessel Name: _____ Captain's Name: _____

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

WDF: **4.4** 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 **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-7** Firing Chart **J** Maximum Power **4** Damage Modifiers +3(–) +2(**1** – **6**) +1(**7** – **10**)	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 _____

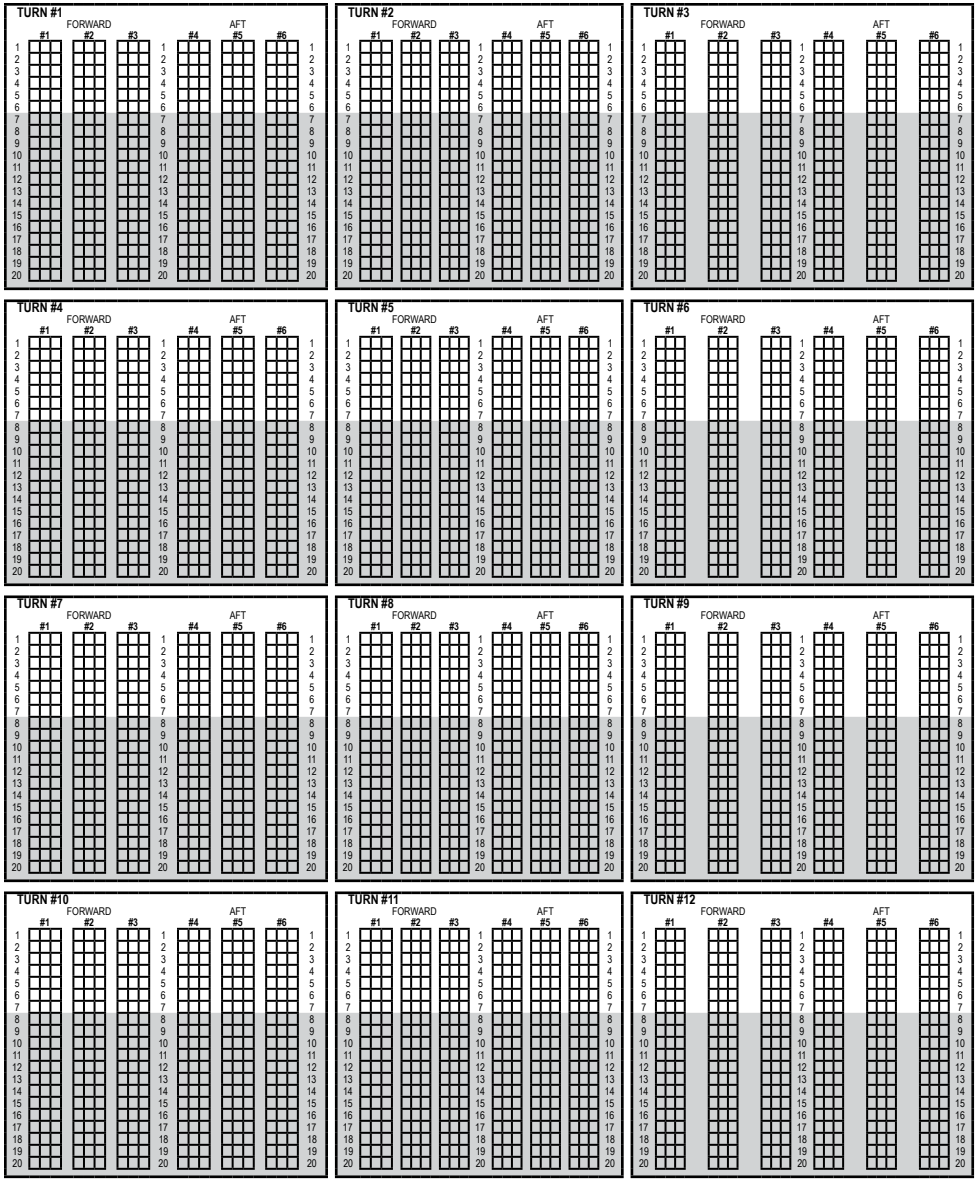
Type	☐OPER ☐DMGD ☐REPD ☐INOP	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-7**	☐OPER ☐DMGD ☐REPD ☐INOP	P (F) S A												
Type **RB-7**	☐OPER ☐DMGD ☐REPD ☐INOP	P (F) S A												
Type _____	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A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

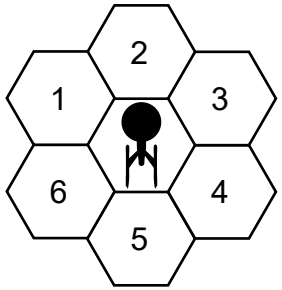


DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

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 **12**

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-3 *Type 11*
Vessel Name: _____ Captain's Name: _____
D: 89.6 Captain's Skill Rating: _____
WDF: 8.8 Crew Skill Rating: _____

WEAPON DISPLAY

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

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

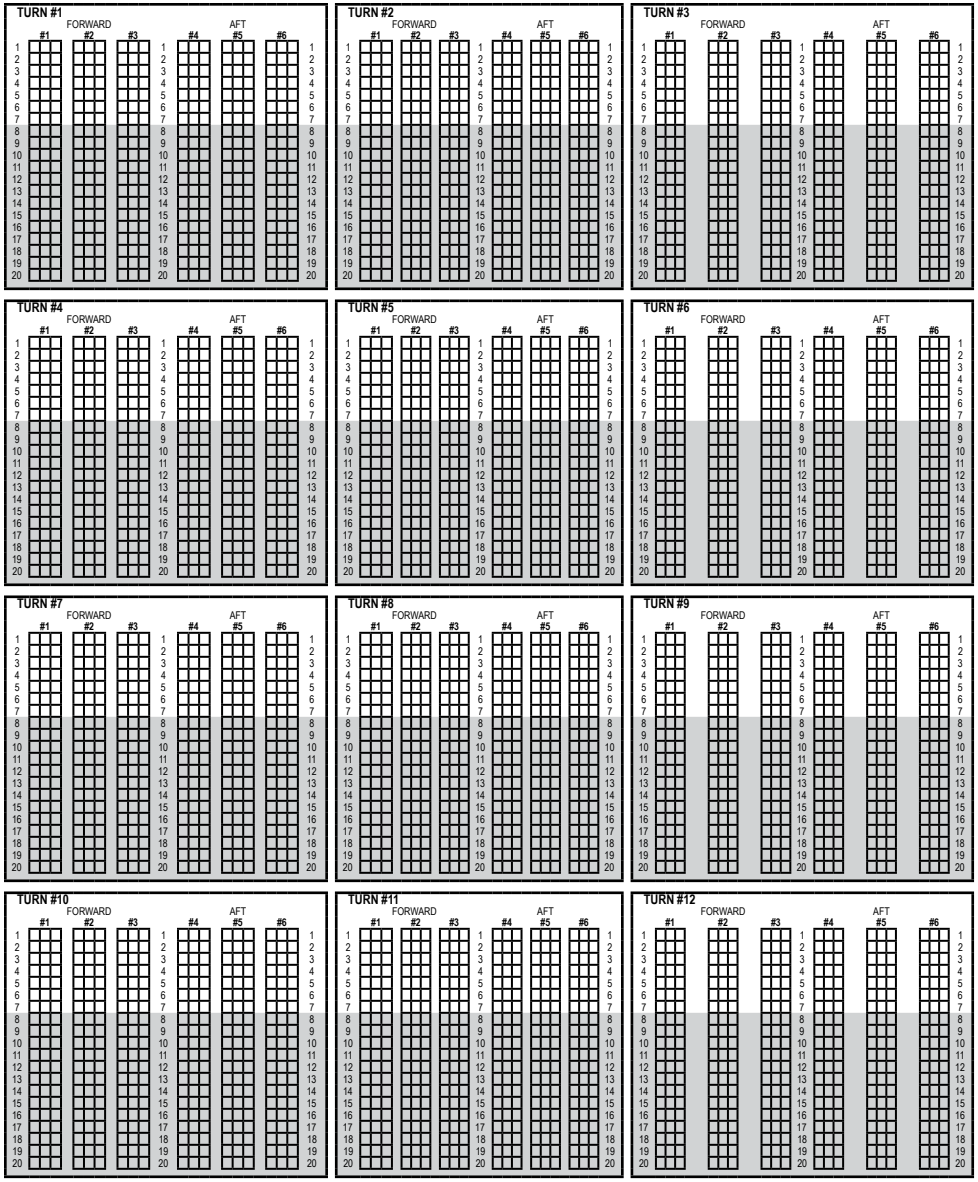
Type	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type RB-7 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type RB-7 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type RB-7 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A												
Type RB-7 ☐OPER ☐DMGD ☐REPD ☐INOP Firing Arc P F S A				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

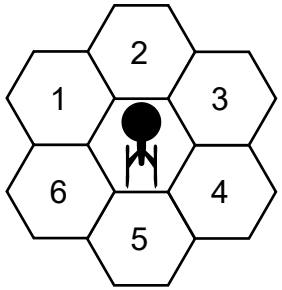


DAMAGE CHART A (B) C

DAMAGE POINT RECORD

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

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 **12**

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-4 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **33.2** Captain's Skill Rating: _____

WDF: **4.4** 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 **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 **1/1**)												
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-7** Firing Chart **J** Maximum Power **4** Damage Modifiers +3(–) +2(**1** – **6**) +1(**7** – **10**)	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-7		P F S A												
RB-7		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												
		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

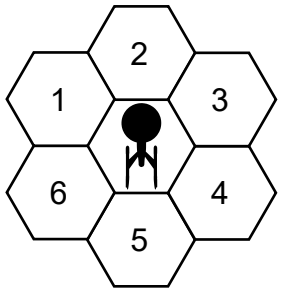
DAMAGE POINT RECORD

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% 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-9 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **59** Captain's Skill Rating: _____

WDF: **5.6** 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 _____ 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 **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

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 _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐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 **6**

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

DAMAGE CHART A B (C)

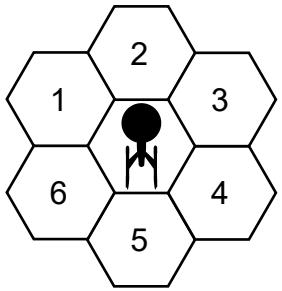
DAMAGE POINT RECORD

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 **42**

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-9 *Type 4***

Vessel Name: _____ Captain's Name: _____

D: **60.4** Captain's Skill Rating: _____

WDF: **11.2** 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-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-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 _____

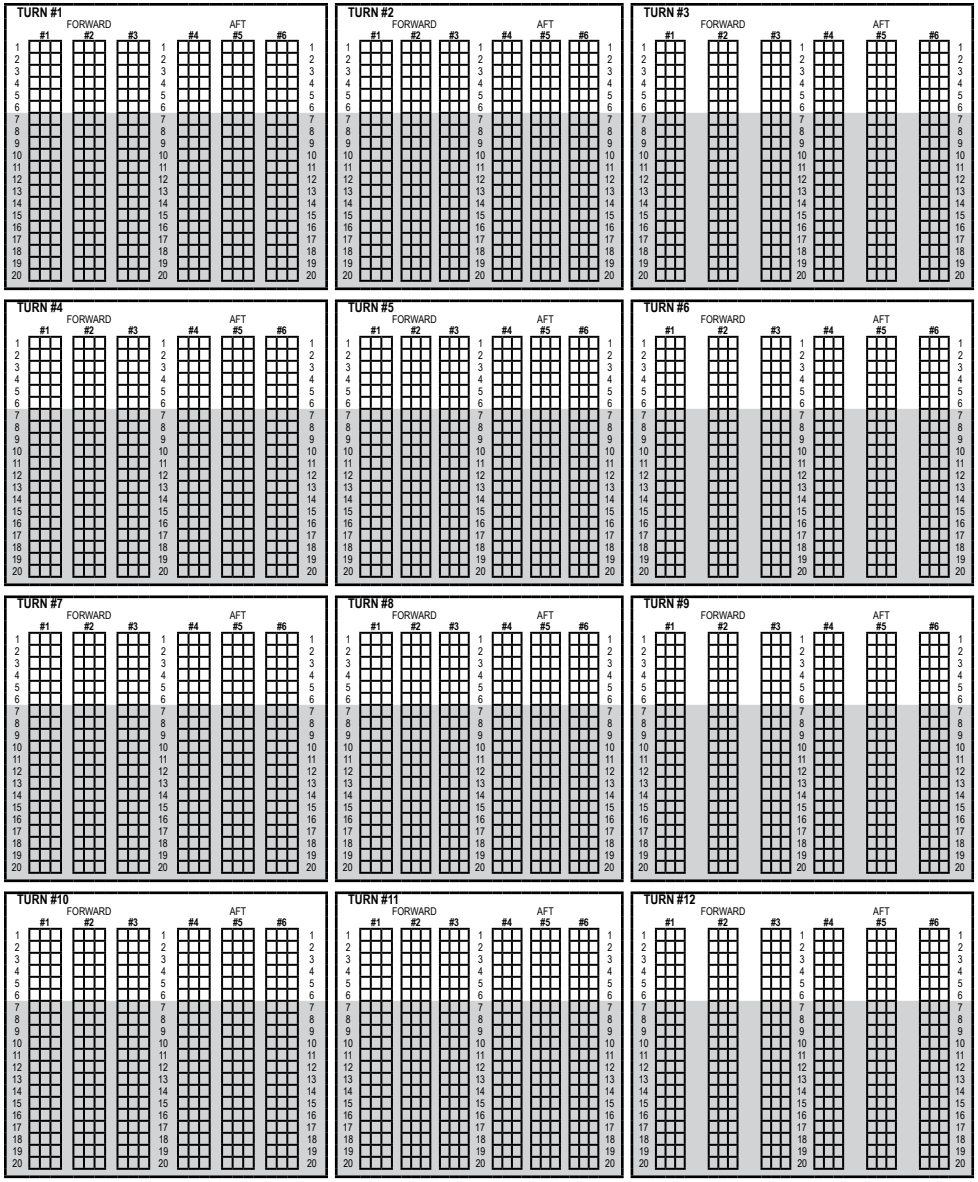
Type	Status	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RB-7a**	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a**	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a**	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type **RB-7a**	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A										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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSC** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **6**

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

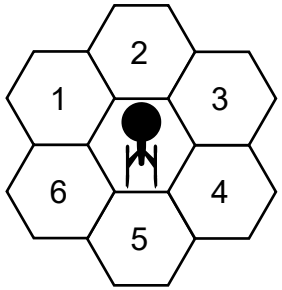


DAMAGE CHART A B (C)

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 **42**

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-11 *Type 1***

Vessel Name: _____ Captain's Name: _____

D: **73.2** Captain's Skill Rating: _____

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

WEAPON DISPLAY

Beam Type **RB-4**	Missile Type **RP-2**
Firing Chart **J**	Firing Chart **H**
Maximum Power **6**	Power to Arm **1**
Damage Modifiers +3(**1** – **2**) +2(**3** – **6**) +1(**7** –**10**)	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 **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	34											
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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSC** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **6**

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

DAMAGE CHART A B (C)

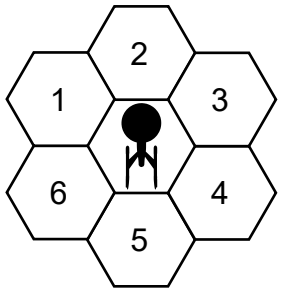
DAMAGE POINT RECORD

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 **14**

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-4 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 55 Captain's Skill Rating: _____
WDF: 0 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 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	35											
Power to Movement (Movement Point Ratio 3/1)												
Power to Shields (Shield Point Ratio 1/1)												
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 _____ 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 **RSG** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **12**

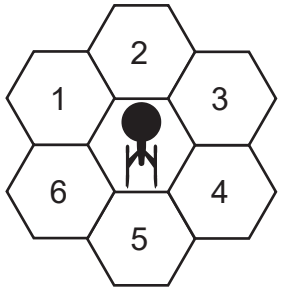
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **40**

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: I-4 *Type 3*
Vessel Name: _____ Captain's Name: _____
D: 51.5 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

Type RID-2

IMPULSE ENGINE POWER TRACK

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

Type RWF-1

PORT ENGINE POWER TRACK

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

Type RWF-1

STARBOARD ENGINE POWER TRACK

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

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 1/1)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: L WARP SPEED: _____

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

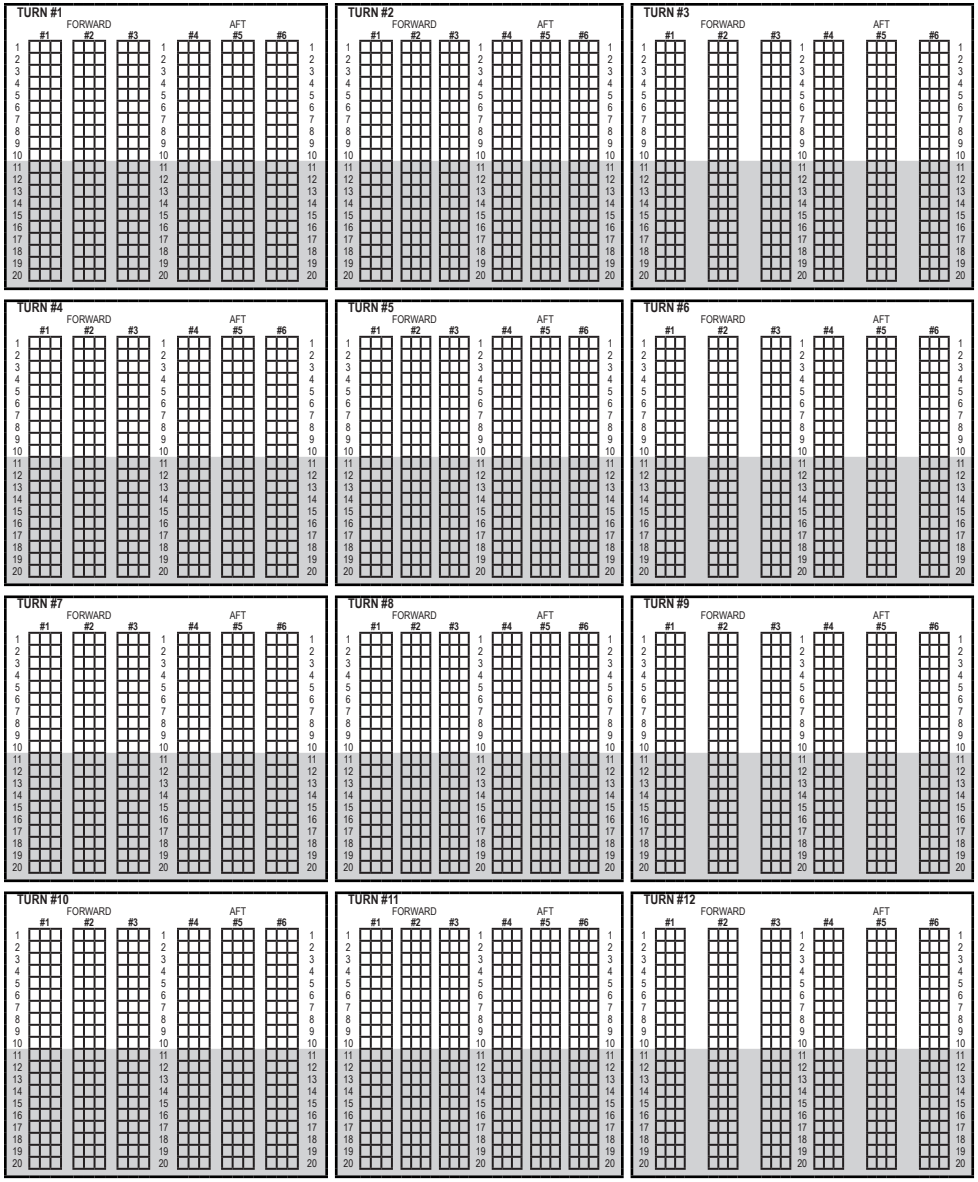
Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
☐OPER ☐DMGD ☐REPD ☐INOP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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSG** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **10**

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

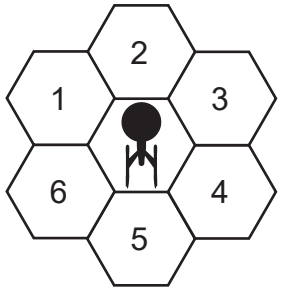


DAMAGE CHART A (B) C

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 **40**

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-7 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 52.7 Captain's Skill Rating: _____
WDF: 0 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 RWF-1

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

STARBOARD ENGINE POWER TRACK

Type RWF-1

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

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

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: 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 _____ 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 _____

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

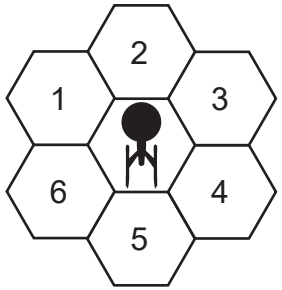
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **86**

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 FORWARD AFT

TURN #2 FORWARD AFT

TURN #3 FORWARD AFT

TURN #4 FORWARD AFT

TURN #5 FORWARD AFT

TURN #6 FORWARD AFT

TURN #7 FORWARD AFT

TURN #8 FORWARD AFT

TURN #9 FORWARD AFT

TURN #10 FORWARD AFT

TURN #11 FORWARD AFT

TURN #12 FORWARD AFT

MASTER CONTROL PANEL

Race: Romulan
Vessel Class: J-3 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 48.8 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 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 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	34											
Power to Movement (Movement Point Ratio 3/1)												
Power to Shields (Shield Point Ratio 1/1)												
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
☐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												
☐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 **RSG** SHIELD POINT RATIO **1/1** 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

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

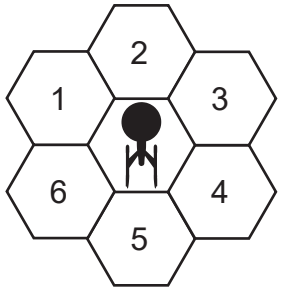
TURN #11

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 **33**

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: *J-3 Type 9*
Vessel Name: _____ Captain's Name: _____
D: 51.2 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

Type RIC-2

IMPULSE ENGINE POWER TRACK

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

Type RWD-1

PORT ENGINE POWER TRACK

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

Type RWD-1

STARBOARD ENGINE POWER TRACK

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

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 1/1)												
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 _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
Type _____ ☐OPER ☐DMGD ☐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 **RSG** SHIELD POINT RATIO **1/1** MAXIMUM SHIELD POWER **12**

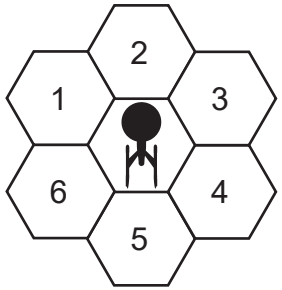
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 (1-8)	2ND HIT (1-6)	3RD HIT (1-4)	4TH HIT (1-2)	5TH HIT (out)
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS					
SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

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

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: J-3 *Type 14*
Vessel Name: _____ Captain's Name: _____
D: 67.2 Captain's Skill Rating: _____
WDF: 0 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-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 RWF-1

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

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

HELM DISPLAY

STRESS CHARTS

ENGINE: G SUPERSTRUCTURE: L WARP SPEED: _____

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

Type / Firing Arc	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 **RSK** SHIELD POINT RATIO **1/2** MAXIMUM SHIELD POWER **13**

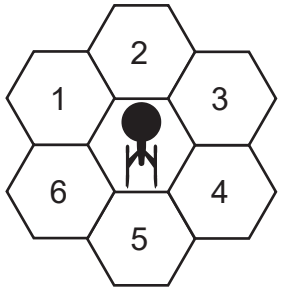
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

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 **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

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: *J-4 Type 1*
Vessel Name: _____ Captain's Name: _____
D: 47.9 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

Type RIB-3

IMPULSE ENGINE POWER TRACK

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

Type RWC-2

PORT ENGINE POWER TRACK

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

Type RWC-2

STARBOARD ENGINE POWER TRACK

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

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 1/1)												
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

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

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSD** 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	

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

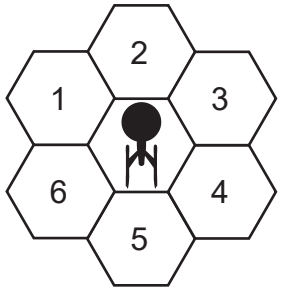
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **32**

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: J-8 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 47.3 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

Type RIC-2

IMPULSE ENGINE POWER TRACK

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

Type RWC-1

ENGINE POWER TRACK

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

Type _____

ENGINE POWER TRACK

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	16											
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 _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: K 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
☐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												
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **RSJ** 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

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

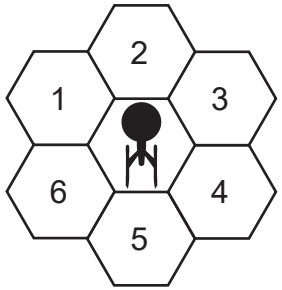
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **67**

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: H-4 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 29.9 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

Type RIA-2

IMPULSE ENGINE POWER TRACK

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

Type RWA-1

PORT ENGINE POWER TRACK

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

Type RWA-1

STARBOARD ENGINE POWER TRACK

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

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

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
☐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												
☐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 **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 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

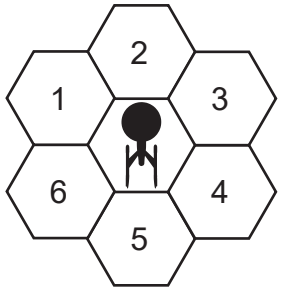
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **2**

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: H-4 *Type 2*
Vessel Name: _____ Captain's Name: _____
D: 38.9 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-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 1/1)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: J SUPERSTRUCTURE: M WARP SPEED: _____

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

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

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 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

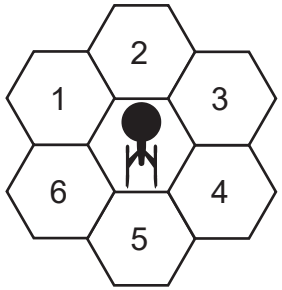
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **2**

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: H-5 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 42.4 Captain's Skill Rating: _____
WDF: 0 Crew Skill Rating: _____

ENGINEERING DISPLAY

Type RIA-2

IMPULSE ENGINE POWER TRACK

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

Type RWA-1

ENGINE POWER TRACK

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

Type _____

ENGINE POWER TRACK

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	8											
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: K 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 _____ 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 _____

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

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 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						

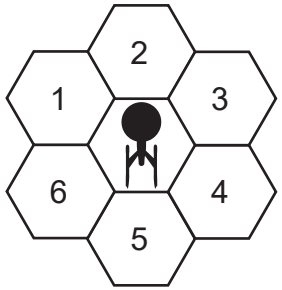
TURN #11 FORWARD AFT

	#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 **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-5 *Type 3*
Vessel Name: _____ Captain's Name: _____
D: 50.9 Captain's Skill Rating: _____
WDF: 0 Crew Skill Rating: _____

ENGINEERING DISPLAY

Type RIA-2

IMPULSE ENGINE POWER TRACK

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

Type RWA-2

ENGINE POWER TRACK

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

Type _____

ENGINE POWER TRACK

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	10											
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: J 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 _____ 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 _____

Type / Firing Arc	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 **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 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						

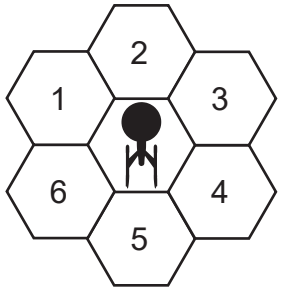
TURN #11 FORWARD AFT

	#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 **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: E-5 *Type 1*
Vessel Name: _____ Captain's Name: _____
D: 40.3 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 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

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

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	20											
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 15)												

HELM DISPLAY

STRESS CHARTS

ENGINE: N 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

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 **RSD** 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	

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

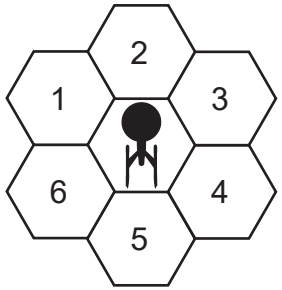
TURN #9 FORWARD #1 #2 #3 AFT #4 #5 #6

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 **114**

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-4 Type 1 1
M-8 Type 1 3
Z-1 Type 1 5
CS-2 Type 6 7
CS-2 Type 10 9
V-1 Type 1 11
V-1 Type 2 13
V-2 Type 2 15
V-2 Type 5 17
V-4 Type 1 19
V-4 Type 2 21
V-5 Type 1 23
V-5 Type 2 25
V-6 Type 1 27
V-6 Type 5 29
V-6 Type 7 31
V-7 Type 1 33
V-7 Type 3 35
V-8 Type 1 37
V-8 Type 4 39
V-9 Type 1 41
V-9 Type 6 43
V-11 Type 1 45
V-11 Type 2 47
V-11 Type 5 49
V-20 Type 1 51
V-20 Type 2 53
V-27 Type 1 55
V-27 Type 2 57
V-30 Type 1 59
V-30 Type 2 61
P-2 Type 1 63
P-2 Type 4 65
P-3 Type 1 67
P-3 Type 3 69
P-12 Type 1 71
T-2 Type 1 73
T-2 Type 3 75
T-2 Type 7 77
T-5 Type 1 79
T-5 Type 4 81
T-10 Type 1 83
T-10 Type 2 85
R-4 Type 1 87
R-4 Type 5 89
N-8 Type 1 91
N-8 Type 2 93
Q-1 Type 1 95
Q-4 Type 3 97
Q-4 Type 9 99
S-3 Type 1 101
S-3 Type 3 103
S-3 Type 8 105
S-3 Type 11 107
S-4 Type 1 109
S-9 Type 1 111
S-9 Type 4 113
S-11 Type 1 115
I-4 Type 1 117
I-4 Type 3 119
I-7 Type 1 121
J-3 Type 2 123
J-3 Type 9 125
J-3 Type 14 127
J-4 Type 1 129
J-8 Type 1 131
H-4 Type 1 133
H-4 Type 2 135
H-5 Type 1 137
H-5 Type 3 139
E-5 Type 1 141
F-2 Type 1 143
F-2 Type 7 145

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