

SHIELDS

DAMAGE CONTROL DISPLAY

SHIELD TYPE FSC 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

TURN #1

TURN #2

TURN #3

TURN #4

TURN #5

TURN #6

TURN #7

TURN #8

TURN #9

TURN #10

TURN #11

TURN #12

DAMAGE CHART A B ©

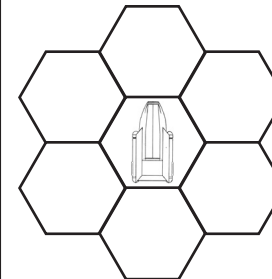
DAMAGE POINT RECORD

TURN #1
#2
#3
#4

TURN #5
#6
#7
#8

TURN #9
#10
#11
#12

SHIELD DIAGRAM



SYSTEM REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
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 4

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

Race: Independent

Vessel Class: Tavares

Captain's Name: _____

D: Unloaded- 36.8 Loaded- 28.8

WDF: 0.0

Captain's Skill Rating: _____

Crew Skill Rating: _____

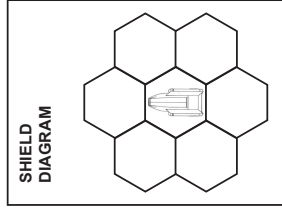
IMPULSE ENGINE POWER TRACK																									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40						
PORT ENGINE POWER TRACK																									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20						
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40						
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													22												
Units Available													TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power to Movement																									
Movement Point Ratio																									
Unloaded													2/1												
Loaded													4/1												
TURN													#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	
Power to Shields																									
Shield Point Ratio													1/1												
TURN													#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	
Power to Weapons																									
TURN													#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	
Power to Cloak																									
Points to Power																									

[illegible]

Beam Type	_____	Missile Type	_____
Firing Chart	_____	Firing Chart	_____
Maximum Power	_____	Power to Arm	_____
Damage Modifiers	+3 (-) +2 (-) +1 (-)	Damage	_____
Beam Type	_____	Missile Type	_____
Firing Chart	_____	Firing Chart	_____
Maximum Power	_____	Power to Arm	_____
Damage Modifiers	+3 (-) +2 (-) +1 (-)	Damage	_____

[illegible]

DAMAGE POINT RECORD		DAMAGE CHART			A B C		
TURN #1	TURN #5	TURN #9					
TURN #2	TURN #6	TURN #10					
TURN #3	TURN #7	TURN #11					
TURN #4	TURN #8	TURN #12					



SENSORS

SHIELD #1

#2

#3

#4

#5

#6

ENGINEERING GRIDS

SHIELDS

WEAPONS

MANEUVER

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

CREW	4			
	0-19%	20-39%	40-59%	60-69%
	0	-1	-2	-5
		-10%	-20%	-50%

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