

SHIELDS

DAMAGE CONTROL DISPLAY

SHIELD TYPE KSS SHIELD POINT RATIO 1/3 MAXIMUM SHIELD POWER 26

DAMAGE CHART A B **C**

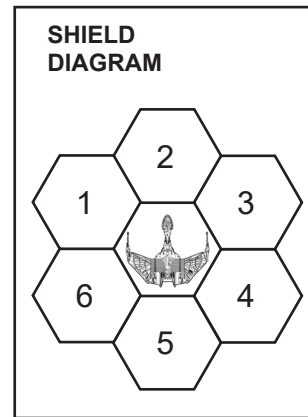
SHIELD POINTS AVAILABLE

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| TURN | #1 | #2 | #3 | #4 | #5 | #6 | #7 | #8 | #9 | #10 | #11 | #12 |
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DAMAGE POINT RECORD

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| TURN #1 | TURN #5 | TURN #9 |
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| #3 | #7 | #11 |
| #4 | #8 | #12 |

| <p>TURN #1</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | | <p>TURN #2</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | | <p>TURN #3</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | |
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| Shield 2 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 3 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 4 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| <p>TURN #4</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | | <p>TURN #5</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | | <p>TURN #6</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | |
| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Shield 5 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 6 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>TURN #7</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | | <p>TURN #8</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | | <p>TURN #9</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | 26 | | | | Shield 2 | 26 | | | | Shield 3 | 26 | | | | Shield 4 | 26 | | | | Shield 5 | 26 | | | | Shield 6 | 26 | | | |
| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 1 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 2 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 3 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 4 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 5 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 6 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 1 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 2 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 3 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 4 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 5 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 6 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 1 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 2 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 3 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 4 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 5 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 6 | 26 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>TURN #10</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td></td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | | | | | Shield 2 | | | | | Shield 3 | | | | | Shield 4 | | | | | Shield 5 | | | | | Shield 6 | | | | | <p>TURN #11</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td></td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | | | | | Shield 2 | | | | | Shield 3 | | | | | Shield 4 | | | | | Shield 5 | | | | | Shield 6 | | | | | <p>TURN #12</p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td></td><td></td><td></td><td></td></tr> </table> | SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | Shield 1 | | | | | Shield 2 | | | | | Shield 3 | | | | | Shield 4 | | | | | Shield 5 | | | | | Shield 6 | | | | |
| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SHIELD ARC | MAX POWER | Phase 1 | Phase 2 | Phase 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Shield 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |



SYSTEM REPAIR STATUS

| | | | | | |
|------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| | 1ST HIT | 2ND HIT | 3RD HIT | 4TH HIT | 5TH HIT |
| SENSORS | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| SHIELD #1 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| #2 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| #3 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| #4 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| #5 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| #6 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

ENGINEERING GRIDS

| | | | | | |
|-----------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| SHIELDS | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| WEAPONS | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| MANEUVER | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |



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 570

| | | | | |
|-------|--------|--------|--------|-----------|
| 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 |