

SHIELDS

DAMAGE CONTROL DISPLAY

SHIELD TYPE KNSC SHIELD POINT RATIO 1/3 MAXIMUM SHIELD POWER 52

DAMAGE CHART A B **C**

SHIELD POINTS AVAILABLE

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

DAMAGE POINT RECORD

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

TURN #1

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #2

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #3

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #4

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #5

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #6

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #7

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #8

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #9

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	52			
Shield 2	52			
Shield 3	52			
Shield 4	52			
Shield 5	52			
Shield 6	52			

TURN #10

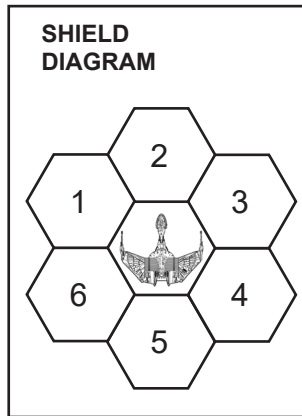
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1				
Shield 2				
Shield 3				
Shield 4				
Shield 5				
Shield 6				

TURN #11

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1				
Shield 2				
Shield 3				
Shield 4				
Shield 5				
Shield 6				

TURN #12

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 720

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