MASTER CONTROL PANEL

Race: Klingon
Vessel Class: D-7 *s*
Vessel Name: _____ Captain's Name: _____
D: 90.5 Captain's Skill Rating: _____
WDF: 54.2 Crew Skill Rating: _____

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 KWE-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

STARBOARD ENGINE POWER TRACK

Type KWE-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	44											
Power to Movement (Movement Point Ratio 3/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power 48)												

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	KD-8	Missile Type	KP-4
Firing Chart	U	Firing Chart	Q
Maximum Power	7	Power to Arm	2
Damage Modifiers	+3(1 – 7) +2(8 –15) +1(16–20)	Damage	18
Beam Type	KD-6	Missile Type	
Firing Chart	T	Firing Chart	
Maximum Power	6	Power to Arm	
Damage Modifiers	+3(0 – 0) +2(1 –18) +1(0 – 0)	Damage	

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

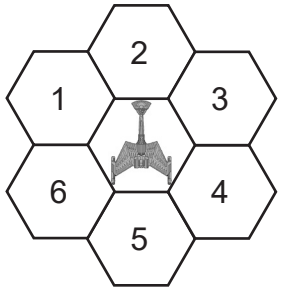
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD POINTS AVAILABLE												

DAMAGE CHART A B Ⓒ

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 **375**

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