

WEAPON DISPLAY



Beam Type	KD-13	Missile Type	RPL-1
Firing Chart	X	Firing Chart	E
Maximum Power	5	Power to Arm	10
Damage Modifiers	+3(1 - 7) +2(8 - 15) +1(16 - 22)	Damage	RL-1

Beam Type	KD-5	Missile Type	
Firing Chart	P	Firing Chart	
Maximum Power	4	Power to Arm	
Damage Modifiers	+3(0 - 0) +2(1 - 10) +1(11 - 18)	Damage	

ENGINEERING DISPLAY

STARBOARD ENGINE POWER TRACK																																									
Type KWE-3	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td></tr> <tr> <td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td></tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
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[illegible]

HELM DISPLAY

ENGINE: J SUPERSTRUCTURE: M WARP SPEED:

[illegible][illegible][illegible][illegible]

SHIELDS

SHIELD TYPE **KSL** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **14**

[illegible][illegible]

TURN #4										TURN #5										TURN #6									
FORWARD					AFT					FORWARD					AFT					FORWARD					AFT				
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TURN #7										TURN #8										TURN #9									
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TURN #10										TURN #11										TURN #12									
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DAMAGE CONTROL DISPLAY

DAMAGE CHART A B ©

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

SHIELD DIAGRAM



A central illustration of a church interior with a tall steeple, surrounded by seven numbered hexagons (1-7) arranged in a circular pattern.



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	532	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

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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