

WEAPON DISPLAY



Beam Type <u> KD-4 </u> Firing Chart <u> J </u> Maximum Power <u> 4 </u> Damage Modifiers +3(<u>0</u> - <u>0</u>) +2(<u>0</u> - <u>0</u>) +1(<u>1</u> - <u>10</u>)	Missile Type <u> </u> Firing Chart <u> </u> Power to Arm <u> </u> Damage <u> </u>
Beam Type <u> </u> Firing Chart <u> </u> Maximum Power <u> </u> Damage Modifiers +3(<u> </u> - <u> </u>) +2(<u> </u> - <u> </u>) +1(<u> </u> - <u> </u>)	Missile Type <u> </u> Firing Chart <u> </u> Power to Arm <u> </u> Damage <u> </u>

		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	KWC-1																		
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	KWC-1	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

[illegible]

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power to Shields												
Shield Point Ratio												
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12

[illegible][illegible]

STRESS CHARTS

ENGINE: L SUPERSTRUCTURE: O WARP SPEED:

[illegible][illegible][illegible][illegible]SHIELD TYPE **KSJ** SHIELD POINT RATIO **2/3** MAXIMUM SHIELD POWER **13**[illegible][illegible][illegible]

TURN #7													TURN #8													TURN #9												
FORWARD						AFT							FORWARD						AFT							FORWARD						AFT						
1						1						1						1																				
2						2						2						2																				
3						3						3						3																				
4						4						4						4																				
5						5						5						5																				
6						6						6						6																				
7						7						7						7																				
8						8						8						8																				
9						9						9						9																				
10						10						10						10																				
11						11						11						11																				
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17						17						17						17																				
18						18						18						18																				
19						19						19						19																				
20						20						20						20																				

[illegible]

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 shield-shaped diagram composed of six hexagonal regions, numbered 1 through 6, arranged in a circular pattern around a central illustration. The central illustration depicts a person wearing a full-body protective suit, including a hood and gloves, standing in a protective posture. The regions are numbered as follows: 1 (top-left), 2 (top), 3 (top-right), 4 (bottom-right), 5 (bottom), and 6 (bottom-left).

SYSTEM REPAIR STATUS					
	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	☐	☐	☐	☐	☐
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	☐	☐	☐	☐	☐
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 <u>218</u>	<table border="1"> <tr> <td>0-19% 0</td> <td>20-39% -1 -10%</td> <td>40-59% -2 -20%</td> <td>60-69% -5 -50%</td> <td>70%+ NO FIRING</td> </tr> </table>	0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70%+ NO FIRING
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