MASTER CONTROL PANEL

Race: Klingon
Vessel Class: D-125 *i*
Vessel Name: _____ Captain's Name: _____
D: 202.5 Captain's Skill Rating: _____
WDF: 137 Crew Skill Rating: _____

WEAPON DISPLAY

Beam Type: KD-39 Firing Chart: U Maximum Power: 13 Damage Modifiers +3(1 – 12) +2(13 – 18) +1(19 – 20)	Missile Type: KP-19 Firing Chart: Q Power to Arm: 2 Damage: 32
Beam Type: KD-26 Firing Chart: Y Maximum Power: 13 Damage Modifiers +3(1 – 7) +2(8 – 10) +1(11 – 24)	Missile Type: _____ Firing Chart: _____ Power to Arm: _____ Damage: _____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type: KIK-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

PORT ENGINE POWER TRACK

Type: KWF-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

STARBOARD ENGINE POWER TRACK

Type: KWF-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

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	62											
Power to Movement (Movement Point Ratio 4/1)												
Power to Shields (Shield Point Ratio 1/3)												
Power to Weapons												
Power to Cloak (Points to Power 48)												

HELM DISPLAY

STRESS CHARTS

ENGINE: H SUPERSTRUCTURE: J 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

TURN	Type	Firing Arc	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
	KD-39 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-39 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-39 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-39 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-39 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-39 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-26 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-26 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KD-26 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KP-19 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	KP-19 ☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												
	☐OPER ☐DMGD ☐REPD ☐INOP	P F S A												

DAMAGE CONTROL DISPLAY

SHIELDS

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

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

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				

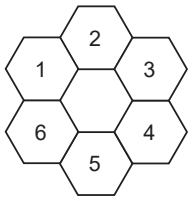
TURN #12 SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1				
Shield 2				
Shield 3				
Shield 4				
Shield 5				
Shield 6				

DAMAGE CHART A B (C)

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 361

0-19%	20-39%	40-59%	60-69%	70%+
0	-1 -10%	-2 -20%	-5 -50%	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