

MASTER CONTROL PANEL

WEAPON DISPLAY

Race: **Klingon**
 Vessel Class: **D-12 b**
 Vessel Name: _____ Captain's Name: _____
 D: **156.8** Captain's Skill Rating: _____
 WDF: **118.2** Crew Skill Rating: _____



Beam Type	KD-16	Missile Type	KP-6
Firing Chart	Y	Firing Chart	R
Maximum Power	6	Power to Arm	2
Damage Modifiers +3(1 - 9)+2(10-17)+1(18-22)		Damage	20

Beam Type	_____	Missile Type	_____
Firing Chart	_____	Firing Chart	_____
Maximum Power	_____	Power to Arm	_____
Damage Modifiers +3(-)+2(-)+1(-)		Damage	_____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KIF-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 **63**

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

Power to Movement

Movement Point Ratio **3/1**

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

Power to Shields

Shield Point Ratio **1/3**

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

Power to Weapons

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

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

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

SENSOR STATUS

D	D	D	D	D	D	D	D	D	D	D	D
O	L	O	L	O	L	O	L	O	L	O	L

CLOAK STATUS

ON	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON
OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

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

Type KD-16	Firing Arc	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DOPER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DDMGD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DREPD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DINOP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SHIELDS

SHIELD TYPE **KSP** SHIELD POINT RATIO **1/3** MAXIMUM SHIELD POWER **15**

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

SHIELD POINTS AVAILABLE

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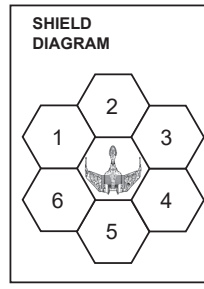
TURN #	FORWARD	#3	AFT	#5
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40

DAMAGE CONTROL DISPLAY

DAMAGE CHART **A B C**

DAMAGE POINT RECORD

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



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

WEAPONS

MANEUVER



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 **550**

0-19%	20-39%	40-59%	60-69%	70%+ NO FIRING
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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