

# MASTER CONTROL PANEL

## WEAPON DISPLAY

Race: Klingon  
 Vessel Class: D-12 e  
 Vessel Name: \_\_\_\_\_ Captain's Name: \_\_\_\_\_  
 D: 225.7 Captain's Skill Rating: \_\_\_\_\_  
 WDF: 123.9 Crew Skill Rating: \_\_\_\_\_



Beam Type	<u>KD-25</u>	Missile Type	_____
Firing Chart	<u>Y</u>	Firing Chart	_____
Maximum Power	<u>12</u>	Power to Arm	_____
Damage Modifiers	+3( 1 - 7 ) +2( 8 -14 ) +1( 15-20 )	Damage	_____
Beam Type	<u>KDC-16</u>	Missile Type	_____
Firing Chart	<u>O</u>	Firing Chart	_____
Maximum Power	<u>50</u>	Power to Arm	_____
Damage Modifiers	+3( 0 - 0 ) +2( 1 -13 ) +1( 0 - 0 )	Damage	_____

## ENGINEERING DISPLAY

Type KIM-1 **IMPULSE ENGINE POWER 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

Type KWL-1 **PORT ENGINE POWER 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

Type KWL-1 **STARBOARD ENGINE POWER 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

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

Total Power Units Available 101

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

Power to Movement 6/1

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

Power to Shields 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 72

## HELM DISPLAY

### STRESS CHARTS

ENGINE: H SUPERSTRUCTURE: I 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 O L O L O L

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

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 <u>KD-25</u>												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type <u>KD-25</u>												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type <u>KD-25</u>												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type <u>KD-25</u>												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
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Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type <u>KD-25</u>												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type <u>KDC-16</u>												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type <u>KDC-16</u>												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type _____												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type _____												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type _____												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type _____												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												
Type _____												
Firing Arc <u>P A</u>												
OPPER ODMGD OREPD OINOP												

## 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 \_\_\_\_\_

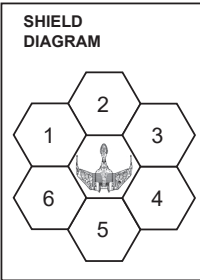
TURN #	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
TURN #1	Shield 1	52	ON	ON	ON
TURN #1	Shield 2	52	ON	ON	ON
TURN #1	Shield 3	52	ON	ON	ON
TURN #1	Shield 4	52	ON	ON	ON
TURN #1	Shield 5	52	ON	ON	ON
TURN #1	Shield 6	52	ON	ON	ON
TURN #2	Shield 1	52	ON	ON	ON
TURN #2	Shield 2	52	ON	ON	ON
TURN #2	Shield 3	52	ON	ON	ON
TURN #2	Shield 4	52	ON	ON	ON
TURN #2	Shield 5	52	ON	ON	ON
TURN #2	Shield 6	52	ON	ON	ON
TURN #3	Shield 1	52	ON	ON	ON
TURN #3	Shield 2	52	ON	ON	ON
TURN #3	Shield 3	52	ON	ON	ON
TURN #3	Shield 4	52	ON	ON	ON
TURN #3	Shield 5	52	ON	ON	ON
TURN #3	Shield 6	52	ON	ON	ON
TURN #4	Shield 1	52	ON	ON	ON
TURN #4	Shield 2	52	ON	ON	ON
TURN #4	Shield 3	52	ON	ON	ON
TURN #4	Shield 4	52	ON	ON	ON
TURN #4	Shield 5	52	ON	ON	ON
TURN #4	Shield 6	52	ON	ON	ON
TURN #5	Shield 1	52	ON	ON	ON
TURN #5	Shield 2	52	ON	ON	ON
TURN #5	Shield 3	52	ON	ON	ON
TURN #5	Shield 4	52	ON	ON	ON
TURN #5	Shield 5	52	ON	ON	ON
TURN #5	Shield 6	52	ON	ON	ON
TURN #6	Shield 1	52	ON	ON	ON
TURN #6	Shield 2	52	ON	ON	ON
TURN #6	Shield 3	52	ON	ON	ON
TURN #6	Shield 4	52	ON	ON	ON
TURN #6	Shield 5	52	ON	ON	ON
TURN #6	Shield 6	52	ON	ON	ON
TURN #7	Shield 1	52	ON	ON	ON
TURN #7	Shield 2	52	ON	ON	ON
TURN #7	Shield 3	52	ON	ON	ON
TURN #7	Shield 4	52	ON	ON	ON
TURN #7	Shield 5	52	ON	ON	ON
TURN #7	Shield 6	52	ON	ON	ON
TURN #8	Shield 1	52	ON	ON	ON
TURN #8	Shield 2	52	ON	ON	ON
TURN #8	Shield 3	52	ON	ON	ON
TURN #8	Shield 4	52	ON	ON	ON
TURN #8	Shield 5	52	ON	ON	ON
TURN #8	Shield 6	52	ON	ON	ON
TURN #9	Shield 1	52	ON	ON	ON
TURN #9	Shield 2	52	ON	ON	ON
TURN #9	Shield 3	52	ON	ON	ON
TURN #9	Shield 4	52	ON	ON	ON
TURN #9	Shield 5	52	ON	ON	ON
TURN #9	Shield 6	52	ON	ON	ON
TURN #10	Shield 1	52	ON	ON	ON
TURN #10	Shield 2	52	ON	ON	ON
TURN #10	Shield 3	52	ON	ON	ON
TURN #10	Shield 4	52	ON	ON	ON
TURN #10	Shield 5	52	ON	ON	ON
TURN #10	Shield 6	52	ON	ON	ON
TURN #11	Shield 1	52	ON	ON	ON
TURN #11	Shield 2	52	ON	ON	ON
TURN #11	Shield 3	52	ON	ON	ON
TURN #11	Shield 4	52	ON	ON	ON
TURN #11	Shield 5	52	ON	ON	ON
TURN #11	Shield 6	52	ON	ON	ON
TURN #12	Shield 1	52	ON	ON	ON
TURN #12	Shield 2	52	ON	ON	ON
TURN #12	Shield 3	52	ON	ON	ON
TURN #12	Shield 4	52	ON	ON	ON
TURN #12	Shield 5	52	ON	ON	ON
TURN #12	Shield 6	52	ON	ON	ON

## 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

SENSORS	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SHIELD #1	1-8	1-8	1-4	1-2	out
#2	1-8	1-8	1-4	1-2	out
#3	1-8	1-8	1-4	1-2	out
#4	1-8	1-8	1-4	1-2	out
#5	1-8	1-8	1-4	1-2	out
#6	1-8	1-8	1-4	1-2	out

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 720

0-19%	20-39%	40-59%	60-69%	70%+ NO FIRING
0	-1	-2	-5	
	-10%	-20%	-50%	

### 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