

MASTER CONTROL PANEL

WEAPON DISPLAY

Race: Klingon
 Vessel Class: D-12 f
 Vessel Name: _____ Captain's Name: _____
 D: 235.8 Captain's Skill Rating: _____
 WDF: 169.2 Crew Skill Rating: _____



Beam Type	<u>KD-29</u>	Missile Type	<u>KP-22</u>
Firing Chart	<u>W</u>	Firing Chart	<u>R</u>
Maximum Power	<u>18</u>	Power to Arm	<u>2</u>
Damage Modifiers +3(0 - 0)+2(1 -16)+1(17-20)		Damage	<u>40</u>

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type <u>KIM-1</u>	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 <u>KWL-1</u>	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 <u>KWL-1</u>	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

Power to Movement: 6/1

Power to Shields: 1/3

Power to Weapons: _____

Power to Cloak: 72

HELM DISPLAY

STRESS CHARTS

ENGINE: H SUPERSTRUCTURE: I WARP SPEED: _____

MOVEMENT POINTS

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

SENSOR STATUS

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

CLOAK STATUS

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

Type <u>KD-29</u>	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
<input type="checkbox"/> OPER	<input type="checkbox"/> DMGD	<input type="checkbox"/> PREP	<input type="checkbox"/> INOP										

SHIELDS

SHIELD TYPE KNSF SHIELD POINT RATIO 1/3 MAXIMUM SHIELD POWER 55

SHIELD POINTS AVAILABLE

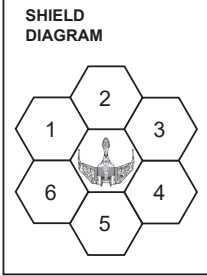
TURN #1	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	55	55	ON	ON	ON
Shield 2	55	55	ON	ON	ON
Shield 3	55	55	ON	ON	ON
Shield 4	55	55	ON	ON	ON
Shield 5	55	55	ON	ON	ON
Shield 6	55	55	ON	ON	ON

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

	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 700

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