

MASTER CONTROL PANEL

WEAPON DISPLAY

Race: Klingon
 Vessel Class: D-12 g
 Vessel Name: _____ Captain's Name: _____
 D: 237.8 Captain's Skill Rating: _____
 WDF: 173.3 Crew Skill Rating: _____



Beam Type	<u>KD-29</u>	Missile Type	<u>KP-17</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>38</u>

Beam Type	<u>KDC-18</u>	Missile Type	
Firing Chart	<u>L</u>	Firing Chart	
Maximum Power	<u>65</u>	Power to Arm	
Damage Modifiers +3(0-0)+2(0-0)+1(1-10)		Damage	

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-2</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-2</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: 107

Power to Movement: 6/1

Power to Shields: 1/4

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

Type	<u>KD-29</u>	Firing Arc	<u>F/A</u>	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
OPER	<u>DDMGD</u>	<u>DREPD</u>	<u>DIINOP</u>													

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SHIELDS

SHIELD TYPE KNSD SHIELD POINT RATIO 1/4 MAXIMUM SHIELD POWER 35

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	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #2	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #3	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #4	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #5	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #6	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #7	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #8	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #9	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #10	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #11	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			
Shield 4	<input type="checkbox"/>	35			
Shield 5	<input type="checkbox"/>	35			
Shield 6	<input type="checkbox"/>	35			

TURN #12	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	<input type="checkbox"/>	35			
Shield 2	<input type="checkbox"/>	35			
Shield 3	<input type="checkbox"/>	35			