

MASTER CONTROL PANEL

WEAPON DISPLAY

Race: Klingon
 Vessel Class: D-7 g
 Vessel Name: _____
 D: 54.6
 WDF: 24.3
 Captain's Name: _____
 Captain's Skill Rating: _____
 Crew Skill Rating: _____

Beam Type _____
 Firing Chart _____
 Maximum Power _____
 Damage Modifiers: $0 - 0 - 0 +2(1 - 18, +1(0 - 0))$
 Missile Type KD-6
 Firing Chart T
 Power to Arm _____
 Damage RL-1
 Beam Type _____
 Firing Chart _____
 Maximum Power _____
 Damage Modifiers: $0 - 0 - 0 +2(1 - 18, +1(0 - 0))$
 Missile Type _____
 Firing Chart _____
 Power to Arm _____
 Damage _____



ENGINEERING DISPLAY

Type KIC-2
 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 KWD-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 KWD-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

Total Power _____
 Units Available _____

TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
40											

Power to Movement _____
 Movement Point Ratio 4/1

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

Power to Shields _____
 Shield Point Ratio 1/1

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 _____

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

HELM DISPLAY

STRESS CHARTS
 ENGINE: L SUPERSTRUCTURE: N 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
0	1	0	1	0	1	0	1	0	1	0	1

SENSOR STATUS

TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
0	1	0	1	0	1	0	1	0	1	0	1

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

Type	Beam Type	Firing Chart	Maximum Power	Damage Modifiers	Missile Type	Firing Chart	Power to Arm	Damage			
TYPE	DOPEP	DOIMGD	DREPD	DOINOP	AIC						
TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Firing pA	Firing pA	Firing pA	Firing pA	Firing pA	Firing pA	Firing pA	Firing pA	Firing pA	Firing pA	Firing pA	Firing pA

SHIELDS

SHIELD TYPE KSC SHIELD POINT RATIO 1/1 MAXIMUM SHIELD POWER 8
 SHIELD POINTS AVAILABLE

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

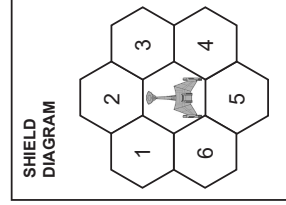
TURN #1	FORWARDED	TURN #2	FORWARDED	TURN #3	FORWARDED	TURN #4	FORWARDED	TURN #5	FORWARDED	TURN #6	FORWARDED	TURN #7	FORWARDED	TURN #8	FORWARDED	TURN #9	FORWARDED	TURN #10	FORWARDED	TURN #11	FORWARDED	TURN #12	FORWARDED
A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1	A1
B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1	B1
C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1
D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1	D1

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	SHIELD #1	SHIELD #2	SHIELD #3	SHIELD #4	SHIELD #5	SHIELD #6	ENGINEERING GRIDS	SHIELDS	WEAPONS	MANEUVER
1ST HIT	1ST	2ND	3RD	4TH	5TH	HIT	HIT	HIT	HIT	HIT
1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6
1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6	1.6

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 360

0-19%	20-39%	40-59%	60-79%	70%+
0	-1	-2	-5	NO
	-10%	-20%	-50%	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