

# MASTER CONTROL PANEL

## WEAPON DISPLAY

Race: Klingon  
 Vessel Class: D-20 e  
 Vessel Name: \_\_\_\_\_ Captain's Name: \_\_\_\_\_  
 D: 106.5 Captain's Skill Rating: \_\_\_\_\_  
 WDF: 48.4 Crew Skill Rating: \_\_\_\_\_



Beam Type <u>KD-8</u>	Missile Type <u>KP-6</u>
Firing Chart <u>U</u>	Firing Chart <u>R</u>
Maximum Power <u>7</u>	Power to Arm <u>2</u>
Damage Modifiers +3( <u>1 - 7</u> )+2( <u>8 -15</u> )+1( <u>16-20</u> )	Damage <u>20</u>
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 KIC-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 KWC-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

### STARBOARD ENGINE POWER TRACK

Type KWC-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

	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available		40											
Power to Movement													
Movement Point Ratio		3/1											
Power to Shields													
Shield Point Ratio		1/3											
Power to Weapons													
Power to Cloak													
Points to Power		32											

## HELM DISPLAY

### STRESS CHARTS

ENGINE: L SUPERSTRUCTURE: O WARP SPEED: \_\_\_\_\_

MOVEMENT POINTS

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

SENSOR STATUS

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
	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

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

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

# SHIELDS

# DAMAGE CONTROL DISPLAY

SHIELD TYPE   KSH   SHIELD POINT RATIO   1/3   MAXIMUM SHIELD POWER   13  

DAMAGE CHART   A  B  C

SHIELD POINTS AVAILABLE

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

### DAMAGE POINT RECORD

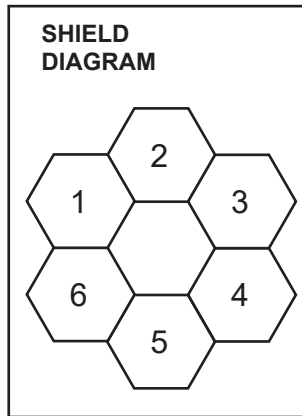
TURN #1	TURN #5	TURN #9
#2	#6	#10
#3	#7	#11
#4	#8	#12

TURN #1			TURN #2			TURN #3		
FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3

TURN #4			TURN #5			TURN #6		
FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3

TURN #7			TURN #8			TURN #9		
FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3

TURN #10			TURN #11			TURN #12		
FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT	FORWARD	FORWARD	AFT
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3
#1	#2	#3	#4	#5	#6	#1	#2	#3



### 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEAPONS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MANEUVER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



### 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	340	0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70%+ NO FIRING
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### 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