



# SHIELDS

# DAMAGE CONTROL DISPLAY

SHIELD TYPE KSS SHIELD POINT RATIO 1/3 MAXIMUM SHIELD POWER 26

DAMAGE CHART A B **C**

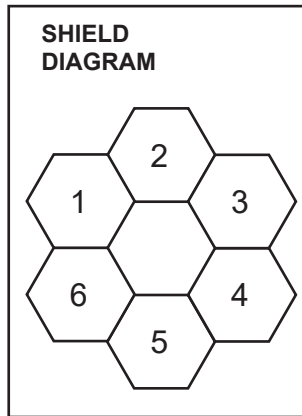
SHIELD POINTS AVAILABLE

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

<p><b>TURN #1</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26				<p><b>TURN #2</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26				<p><b>TURN #3</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26			
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
<p><b>TURN #4</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26				<p><b>TURN #5</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26				<p><b>TURN #6</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26			
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
<p><b>TURN #7</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26				<p><b>TURN #8</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26				<p><b>TURN #9</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td>26</td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td>26</td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1	26				Shield 2	26				Shield 3	26				Shield 4	26				Shield 5	26				Shield 6	26			
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1	26																																																																																																										
Shield 2	26																																																																																																										
Shield 3	26																																																																																																										
Shield 4	26																																																																																																										
Shield 5	26																																																																																																										
Shield 6	26																																																																																																										
<p><b>TURN #10</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td></td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1					Shield 2					Shield 3					Shield 4					Shield 5					Shield 6					<p><b>TURN #11</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td></td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1					Shield 2					Shield 3					Shield 4					Shield 5					Shield 6					<p><b>TURN #12</b></p> <table border="1"> <tr><th>SHIELD ARC</th><th>MAX POWER</th><th>Phase 1</th><th>Phase 2</th><th>Phase 3</th></tr> <tr><td>Shield 1</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 2</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 3</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 4</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 5</td><td></td><td></td><td></td><td></td></tr> <tr><td>Shield 6</td><td></td><td></td><td></td><td></td></tr> </table>	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3	Shield 1					Shield 2					Shield 3					Shield 4					Shield 5					Shield 6				
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1																																																																																																											
Shield 2																																																																																																											
Shield 3																																																																																																											
Shield 4																																																																																																											
Shield 5																																																																																																											
Shield 6																																																																																																											
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1																																																																																																											
Shield 2																																																																																																											
Shield 3																																																																																																											
Shield 4																																																																																																											
Shield 5																																																																																																											
Shield 6																																																																																																											
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3																																																																																																							
Shield 1																																																																																																											
Shield 2																																																																																																											
Shield 3																																																																																																											
Shield 4																																																																																																											
Shield 5																																																																																																											
Shield 6																																																																																																											



**SYSTEM REPAIR STATUS**

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
<b>SENSORS</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>SHIELD #1</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>#2</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>#3</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>#4</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>#5</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>#6</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1-8	1-6	1-4	1-2	out

**ENGINEERING GRIDS**

<b>SHIELDS</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>WEAPONS</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>MANEUVER</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1-8	1-6	1-4	1-2	out



**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**

<b>CREW</b> <u>472</u>	0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70%+ NO 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