

# MASTER CONTROL PANEL

Race: Federation  
 Vessel Class: Heston Mk I  
 Vessel Name: \_\_\_\_\_ Captain's Name: \_\_\_\_\_  
 D: 69.4 Captain's Skill Rating: \_\_\_\_\_  
 WDF: 17.2 Crew Skill Rating: \_\_\_\_\_



## WEAPON DISPLAY

Beam Type	<u>FL-6</u>	Missile Type	<u>FAC-3</u>
Firing Chart	<u>H</u>	Firing Chart	<u>H</u>
Maximum Power	<u>3</u>	Power to Arm	<u>4</u>
Damage Modifiers	+3(0-0)+2(1-4)+1(5-7)	Damage	<u>12</u>
Beam Type	<u>FL-1</u>	Missile Type	_____
Firing Chart	<u>D</u>	Firing Chart	_____
Maximum Power	<u>2</u>	Power to Arm	_____
Damage Modifiers	+3(0-0)+2(0-0)+1(0-0)	Damage	_____

## ENGINEERING DISPLAY

**IMPULSE ENGINE POWER TRACK**

Type FIC-3

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 FWC-1

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 FWC-1

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 38

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

Movement Point Ratio 4/1

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

Shield Point Ratio 1/1

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

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

Points to Cloak \_\_\_\_\_

## HELM DISPLAY

### STRESS CHARTS

ENGINE: O SUPERSTRUCTURE: M 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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>	<u>FL-6</u>
DOPER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ODMGD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DREPD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CINOP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Firing Arc												
Type	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>	<u>FAC-3</u>
DOPER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ODMGD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DREPD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CINOP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Firing Arc												

## SHIELDS

SHIELD TYPE FSG SHIELD POINT RATIO 1/1 MAXIMUM SHIELD POWER 9

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

SHIELD POINTS AVAILABLE \_\_\_\_\_

TURN #1	FORWARD	STARBOARD	AFT	PORT
1	1	1	1	1
2	1	1	1	1
3	1	1	1	1
4	1	1	1	1
5	1	1	1	1
6	1	1	1	1
7	1	1	1	1
8	1	1	1	1
9	1	1	1	1
10	1	1	1	1
11	1	1	1	1
12	1	1	1	1
13	1	1	1	1
14	1	1	1	1
15	1	1	1	1
16	1	1	1	1
17	1	1	1	1
18	1	1	1	1
19	1	1	1	1
20	1	1	1	1
21	1	1	1	1
22	1	1	1	1
23	1	1	1	1
24	1	1	1	1
25	1	1	1	1
26	1	1	1	1
27	1	1	1	1
28	1	1	1	1
29	1	1	1	1
30	1	1	1	1
31	1	1	1	1
32	1	1	1	1
33	1	1	1	1
34	1	1	1	1
35	1	1	1	1
36	1	1	1	1
37	1	1	1	1
38	1	1	1	1
39	1	1	1	1
40	1	1	1	1

## DAMAGE CONTROL DISPLAY

DAMAGE CHART A B C

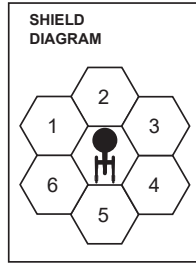
DAMAGE POINT RECORD

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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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 500

0-19%	20-39%	40-59%	60-69%	70%+
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
0	-1	-2	-5	NO FIRING
	-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