

MASTER CONTROL PANEL

WEAPON DISPLAY

Race: Klingon
 Vessel Class: D-10 k
 Vessel Name: _____ Captain's Name: _____
 D: 183.8 Captain's Skill Rating: _____
 WDF: 120.8 Crew Skill Rating: _____



Beam Type <u>KD-17</u>	Missile Type <u>KP-11</u>
Firing Chart <u>X</u>	Firing Chart <u>R</u>
Maximum Power <u>9</u>	Power to Arm <u>1</u>
Damage Modifiers +3(<u>1-12</u>)+2(<u>13-17</u>)+1(<u>18-22</u>)	Damage <u>26</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 KIK-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

PORT ENGINE POWER TRACK

Type KWE-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

STARBOARD ENGINE POWER TRACK

Type KWE-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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	66											
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
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	1/4											
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	48											

HELM DISPLAY

STRESS CHARTS

ENGINE: J SUPERSTRUCTURE: M 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

Type <u>KD-17</u>	Firing Arc <input type="checkbox"/> P <input type="checkbox"/> F <input type="checkbox"/> S											
<input type="checkbox"/> OPER <input type="checkbox"/> DMGD <input type="checkbox"/> REPD <input type="checkbox"/> INOP												
Type <u>KD-17</u>	Firing Arc <input type="checkbox"/> P <input type="checkbox"/> F <input type="checkbox"/> S											
<input type="checkbox"/> OPER <input type="checkbox"/> DMGD <input type="checkbox"/> REPD <input type="checkbox"/> INOP												
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<input type="checkbox"/> OPER <input type="checkbox"/> DMGD <input type="checkbox"/> REPD <input type="checkbox"/> INOP												
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Type <u>KD-17</u>	Firing Arc <input type="checkbox"/> P <input type="checkbox"/> F											

SHIELDS

DAMAGE CONTROL DISPLAY

SHIELD TYPE KSX SHIELD POINT RATIO 1/4 MAXIMUM SHIELD POWER 32

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

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #2

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #3

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #4

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #5

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #6

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #7

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #8

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #9

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1	32			
Shield 2	32			
Shield 3	32			
Shield 4	32			
Shield 5	32			
Shield 6	32			

TURN #10

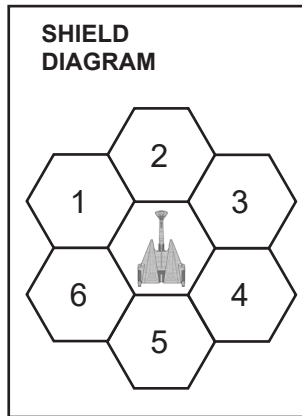
SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1				
Shield 2				
Shield 3				
Shield 4				
Shield 5				
Shield 6				

TURN #11

SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
Shield 1				
Shield 2				
Shield 3				
Shield 4				
Shield 5				
Shield 6				

TURN #12

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
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 535

0-19%	20-39%	40-59%	60-69%	70%+
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