

MASTER CONTROL PANEL

WEAPON DISPLAY

Race: Klingon
 Vessel Class: D-10 c
 Vessel Name: _____ Captain's Name: _____
 D: 70.3 Captain's Skill Rating: _____
 WDF: 35 Crew Skill Rating: _____



Beam Type	<u>KD-6</u>	Missile Type	_____
Firing Chart	<u>T</u>	Firing Chart	_____
Maximum Power	<u>6</u>	Power to Arm	_____
Damage Modifiers +3(0 - 0)+2(1 -18)+1(0 - 0)		Damage	_____
Beam Type	<u>KD-3</u>	Missile Type	_____
Firing Chart	<u>I</u>	Firing Chart	_____
Maximum Power	<u>5</u>	Power to Arm	_____
Damage Modifiers +3(0 - 0)+2(0 - 0)+1(1 -12)		Damage	_____

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACK

Type KID-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 KWE-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 KWE-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 4/1

Power to Shields Shield Point Ratio 2/3

Power to Weapons

Power to Cloak Points to Power

Type	Firing Arc	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type <u>KD-6</u>	Firing Arc <u>F A</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-6</u>	Firing Arc <u>F A</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-6</u>	Firing Arc <u>F A</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-6</u>	Firing Arc <u>F A</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-6</u>	Firing Arc <u>F A</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											
Type <u>KD-3</u>	Firing Arc <u>F S</u>													
OPER	DDMG	DREPD	DIINOP											

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
	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

SHIELDS

SHIELD TYPE KSJ SHIELD POINT RATIO 2/3 MAXIMUM SHIELD POWER 10

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

SHIELD POINTS AVAILABLE

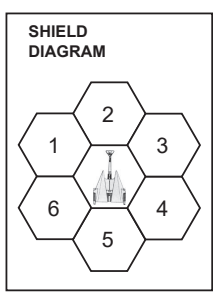
TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
TURN #1	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT
TURN #2	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT
TURN #3	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT	FORWARD	AFT
TURN #4	FORWARD	AFT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

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					
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 505

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