

# MASTER CONTROL PANEL

## WEAPON DISPLAY

Race: Klingon  
 Vessel Class: D-10 j  
 Vessel Name: \_\_\_\_\_ Captain's Name: \_\_\_\_\_  
 D: 145 Captain's Skill Rating: \_\_\_\_\_  
 WDF: 114 Crew Skill Rating: \_\_\_\_\_



Beam Type	<u>KD-17</u>	Missile Type	<u>KP-10</u>
Firing Chart	<u>X</u>	Firing Chart	<u>Q</u>
Maximum Power	<u>9</u>	Power to Arm	<u>1</u>
Damage Modifiers +3( 1 -12)+2(13-17)+1(18-22)		Damage	<u>22</u>

## ENGINEERING DISPLAY

**IMPULSE ENGINE POWER TRACK**

Type KIF-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-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 63

Power to Movement 4/1

Power to Shields 1/3

Power to Weapons \_\_\_\_\_

Power to Cloak 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
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
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 <u>P<sub>A</sub>S</u>												
OPPER												
DDMGD												
DREPD												
INOP												

## SHIELDS

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

SHIELD POINTS AVAILABLE

TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
26	26	26	26	26	26	26	26	26	26	26	26

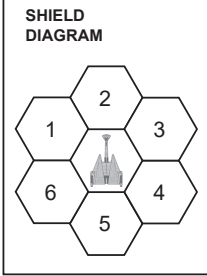
TURN #	SHIELD ARC	MAX POWER	Phase 1	Phase 2	Phase 3
TURN #1	Shield 1	26	ON	ON	ON
TURN #1	Shield 2	26	ON	ON	ON
TURN #1	Shield 3	26	ON	ON	ON
TURN #1	Shield 4	26	ON	ON	ON
TURN #1	Shield 5	26	ON	ON	ON
TURN #1	Shield 6	26	ON	ON	ON

## 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

SENSORS	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SHIELD #1	1-3	1-6	1-4	1-2	out
#2	1-3	1-6	1-4	1-2	out
#3	1-3	1-6	1-4	1-2	out
#4	1-3	1-6	1-4	1-2	out
#5	1-3	1-6	1-4	1-2	out
#6	1-3	1-6	1-4	1-2	out

ENGINEERING GRIDS

SHIELDS

WEAPONS

MANEUVER

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	533	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