FINAL FRONTIER — DAMAGE & COMBAT FORM

AKIRA CLASS ATTACK CRUISER

OCR: 199.5

PHASERS

300
1
2
3
4
5
6
360
7
8

ARMOR

SENSORS

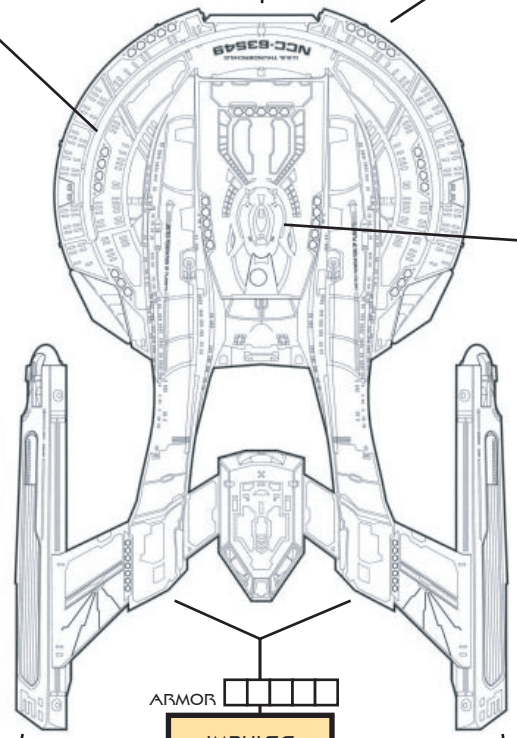
1-8 1-6 1-4 1-2 OUT

PHOTON TORPEDOES

Turn: 1 2 3 4 5 6 7 8

1
2
3
4

Firing Arc: Foreward & Aft



ARMOR

BRIDGE

HELM
WEAPONS
SCIENCE

1-8 1-6 1-4 1-2 OUT

AUXILIARY CONTROL

HELM
WEAPONS
SCIENCE

1-8 1-6 1-4 1-2 OUT

ARMOR

ENGINEERING GRIDS

SHIELDS
WEAPONS
MANUEVER
MAIN POWER

1-8 1-6 1-4 1-2 OUT

ARMOR

IMPULSE ENGINE

ARMOR

PORT WARP ENGINE

ARMOR

THRUSTERS

ARMOR

STARBOARD WARP ENGINE

STRESS CHARTS:
Superstructure: D
Engines: E

Beam Weapon 1	
Range	To Hit #
0-2	10
3-5	9
6-8	8
9-14	7
15-18	6
19-21	5
22-23	4
24-26	3
27-28	2
29-30	1

Missile Weapon 1	
Range	To Hit #
2	10
0-1; 3-4	9
5-8	8
9-14	7
15-16	6
17	5
18	4
19-20	3
21	2
22	1

Leak Step Max Absorption Deflection			
Leak Step	Shield %	Max Defl.	Max Absorb
1	91-100	8	210
2	81-90	8	185
	71-80	7	165
	61-70	7	145
	51-60	6	120
	41-50	5	105
3	31-40	4	85
	21-30	3	65
	11-20	2	45
	01-10	1	35

Beam Damage Mods:
Range: 0-10: (+3)
11-20: (+2)
21-30: (+1)

ARMOR

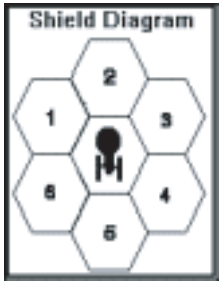
SUPERSTRUCTURE:

25
50
75

CREW CASUALTIES:

25
50
75
100

Damage Control Points: 10
COSTS:
Superstructure: 3
Engines: 2
Thruster: 1



SHIELD GENERATORS

1
2
3
4
5
6

1-8 1-6 1-4 1-2 OUT

SHIELD STATUS

	Turn 1 Phase			Turn 2 Phase			Turn 3 Phase			Turn 4 Phase			Turn 5 Phase			Turn 6 Phase			Turn 7 Phase			Turn 8 Phase		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Current Shield %:																								
Max Deflect #:																								
Max Absorption:																								
Total Damage:																								