FINAL FRONTIER

DAMAGE & COMBAT FORM

ALLIGATOR CLASS DESTROYER

OCR: 92.51

PHOTON TORPEDOES

Turn: 1 2 3 4 5 6 7 8

1
2

Firing Arc: F/A

BLASTERS

Turn: 1 2 3 4 5 6 7 8

1
2
3
4

Firing Arc: F/A

ARMOR

SENSORS

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

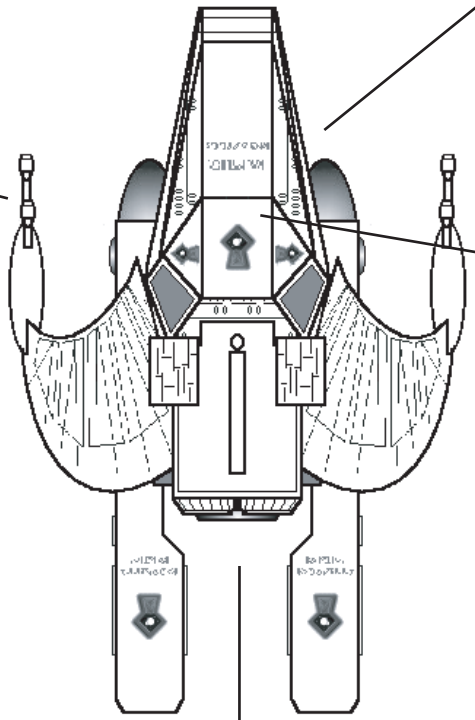
PARTICLE BEAMS

F/S

1
2
3

F/P

4
5
6



ARMOR

BRIDGE

HELM
WEAPONS
SCIENCE

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

ARMOR

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

SUPERSTRUCTURE:

25
35

CREW CASUALTIES:

25
50
75
100

Beam Weapon 1	
Range	To Hit #
0-2	10
3-4	9
5-7	8
8-12	7
13-17	6
18-20	5
21-22	4
23	3
24	2
---	1

Missile Weapon 1	
Range	To Hit #
2	10
0-1; 3	9
4-7	8
8-9	7
10-12	6
13-14	5
15	4
16-17	3
18	2
---	1

Missile Weapon 2	
Range	To Hit #
---	10
0-1	9
2	8
3	7
4	6
5	5
6	4
7	3
8	2
---	1

Leak Step Max Absorption Deflection			
Leak Step	Shield %	Max Defl.	Max Absorb
1	91-100	8	125
	81-90	8	110
	71-80	7	100
	61-70	6	90
2	51-60	6	75
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	25

Beam Damage Mods:
Range: 0-1: (+4)
2-7: (+3)
8-11: (+2)
12-24: (+1)

STRESS CHARTS:
Superstructure: D
Engines: F

ARMOR

IMPULSE ENGINE

ARMOR

PORT WARP ENGINE

THRUSTERS

ARMOR

STARBOARD WARP ENGINE

Damage Control Points: 6
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:																								