

DAMAGE & COMBAT FORM

AMBASSADOR CLASS CRUISER

F/A		PHASERS			
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F/S	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	
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F/P	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	<div><div></div><div></div></div>	
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PHOTON TORPEDOES

Turn:	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								

Firing Arc: 2 f, 1 f/s, 1 f/p, 1 a

Beam Weapon I	
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	
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

Leak Step	Max Absorption	Deflection
Leak Step	Shield %	Max Defl.
□	□	□
1	91-100	8
	81-90	8
	71-80	7
	61-70	7
2	51-60	6
	41-50	5
	31-40	4
	21-30	3
	11-20	2
	01-10	1

Beam Damage Mods:
Range: 0-10: (+3)
11-17: (+2)
18-24: (+1)

AUXILIARY CONTROL					
HELM	<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"/>
SCIENCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1-8	1-6	1-4	1-2	OUT

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"/>
MANUEVER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MAIN POWER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1-8	1-6	1-4	1-2	OUT

[illegible][illegible]

SHIELD GENERATORS

1					
2					
3					
4					
5					
6					

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

STRESS
CHARTS:
Superstructure: E
Engines: F

PORT
WARP ENGINE

IMPULSE
ENGINE

THRUSTERS

STARBOARD
WARP ENGINE

Damage Control Points: 9
COSTS:
Superstructure: 3
Engines: 2
Thruster: 1

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