

OCR: 24.08

DISRUPTORS

F/S
1

F/P
2

[illegible]

Beam Weapon I	
Range	To Hit #
0-1	10
2-3	9
4-5	8
6	7
7-8	6
9	5
10	4
11	3
12	2
---	1

Missile Weapon 1	
Range	To Hit #
2	10
0-1;3-6	9
7-8	8
9-10	7
11-12	6
13-14	5
---	4
---	3
---	2
---	1

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

Beam Damage Mods:
Range: 0-1: (+4)
2-3: (+3)
4-6: (+2)
7-12: (+1)

	BRIDGE				
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

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

SUPERSTRUCTURE:

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20

[illegible]

SHIELD GENERATORS

1					
2					
3					
4					
5					
6					

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

Damage Control Points: 4
COSTS:
Superstructure: 3
Engines: 2
Thruster: 1

[illegible]