

# FINAL FRONTIER

## ENERGY ALLOCATION FORM

# B'REL CLASS SCOUT

OCR: 45.93

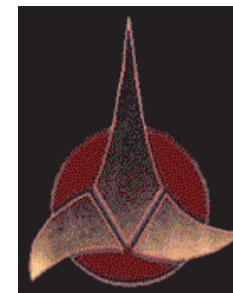
**IMPULSE ENGINE**  
Power: 16  
Maximum Impulse: 14  
Movement Cost: 2/1  
Max Acceleration: 5

**SHIELDS**  
Maximum Deflection: 8  
Deflection Level Cost: 1  
Durability Rating: 3  
Minimum Damage #: 20  
Maximum Absorption: 100

### CREW DATA

CAPTAIN	
SCIENCE OFFICER	
GUNNER	
HELM OFFICER	
MEDICAL OFFICER	
CHIEF ENGINEER	

CREW: 16	TROOPS: 14
CREW RATING:	



**THRUSTERS**  
Maximum Thruster: 8  
Movement Cost: 1/1  
Manueverability: 5 (+35%)

**PHOTON TORPEDOES (3)**  
Power to arm: 1  
Damage: 15

**WARP ENGINES (2)**  
Power (each): 20  
Warp Rating: 16  
Damage Chart: C

**DISRUPTERS (6)**  
Type: KD-5  
Capacity: 3  
Emitter: 1

SHIP NAME:

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8
<b>WARP POWER</b> (40)								
<b>IMPULSE POWER</b> (16)								
<b>TOTAL POWER</b> (56)								
<b>WEAPONS</b> Beam Missile								
<b>SHIELDS</b> Foreward Aft								
<b>MOVEMENT:</b> Impulse/Power Spent Thruster/Power Spent								
<b>TRANSPORTER</b> (3x6)								
<b>CLOAK</b> (cost 12/4, 68%)								
<b>TOTAL POWER SPENT</b>								
<b>INITIATIVE SCORE</b> Captain's skill+ Evasive bonus+ % dice roll								

(Initiative is modified by relative speeds)