FINAL FRONTIER — DAMAGE & COMBAT FORM

B'REL CLASS SCOUT

OCR: 45.93

DISRUPTORS

F/S

1 | 2 | 3 | F/P | 4 | 5 | 6

SENSORS

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

PHOTON TORPEDOES

Turn: 1 2 3 4 5 6 7 8

1
2
3

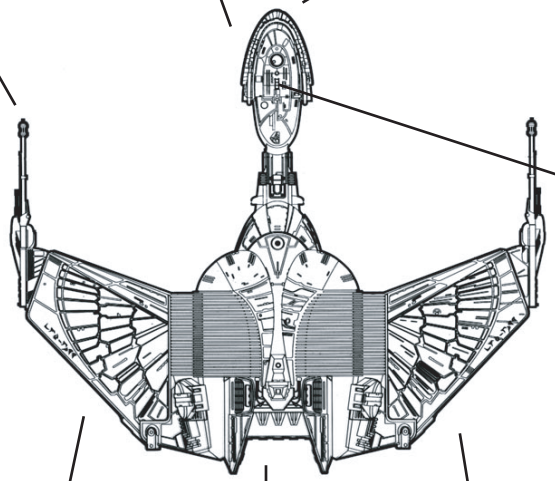
Firing Arc: 1-2 Foreward; 3 Aft

Beam Weapon 1	
Range	To Hit #
0-1	10
2-4	9
5-7	8
8-10	7
11-13	6
14-15	5
16	4
17	3
18	2
---	1

Missile Weapon 1	
Range	To Hit #
2	10
0-1; 3	9
4-6	8
7-8	7
9-10	6
11-12	5
13	4
14	3
15	2
---	1

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

Beam Damage Mods:
Range: 0-2: (+4)
3-4: (+3)
5-8: (+2)
9-18: (+1)



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

SUPERSTRUCTURE:

20

CREW CASUALTIES:

25
50
75
100

ENGINEERING GRIDS

SHIELDS
WEAPONS
MANUEVER
MAIN POWER

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

STRESS CHARTS:
Superstructure: D
Engines: F

Special Note:
Ship is considered a scout ship and gets +10% to search for cloaked ships.

Damage Control Points: 5
COSTS:
Superstructure: 3
Engines: 2
Thruster: 1

SHIELD GENERATORS

1
2
3
4
5
6

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

IMPULSE ENGINE

PORT WARP ENGINE

THRUSTERS

STARBOARD WARP ENGINE

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:																								