

## DAMAGE & COMBAT FORM

## GUL CLASS STARBASE

[illegible]

**1 & 2 PARTICLE BEAMS**

**13**

**14**

**3 & 4**

**15**

**16**

**5 & 6**

**17**

**18**

**PHOTON TORPEDOES**

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

Firing Arc: Shield arcs 6-360, 1-2, 3-4, 5-6

Beam Weapon I	
Range	To Hit #
0-3	10
4-6	9
7-9	8
10-18	7
19-25	6
26-30	5
31-34	4
35-38	3
39-43	2
44-48	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

Beam Damage Mods:  
Range: 0-12: (+3)  
13-28: (+2)  
29-48: (+1)

Leak Step	Max Absorption	Deflection
Leak Step	Shield %	Max Defl.
1	91-100	9
2	81-90	8
3	71-80	7
4	61-70	6
5	51-60	5
	41-50	4
	31-40	3
	21-30	2
	11-20	1
	01-10	0

**SHIELD GENERATORS**

1					
2					
3					
4					
5					
6					

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

	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

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M/ARA REACTOR

FUSION REACTOR

Damage Control Points: 12  
COSTS:  
Superstructure: 3  
Engines: 2  
Thruster: 1

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