FINAL FRONTIER

DAMAGE & COMBAT FORM

CENTAUR CLASS LIGHT CRUISER

OCR: 173.55

PHASERS

300
1
2
3
4
5
6
360
7
8

ARMOR

SENSORS

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

PHOTON TORPEDOES

Turn: 1 2 3 4 5 6 7 8

1
2
3
4

Firing Arc: Shield arcs 1,2,3, & 5

Beam Weapon 1	
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 1	
Range	To Hit #
2	10
0-1; 3-4	9
5-8	8
9-14	7
15-16	6
17	5
18	4
19-20	3
21	2
22	1

Leak Step Max Absorption Deflection			
Leak Step	Shield %	Max Defl.	Max Absorb
1	91-100	8	200
2	81-90	8	180
	71-80	7	155
	61-70	7	135
	51-60	6	105
	41-50	5	95
3	31-40	4	80
	21-30	3	60
	11-20	2	50
	01-10	1	40

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

ARMOR

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

ARMOR

SUPERSTRUCTURE:

25
50

ARMOR

ENGINEERING GRIDS

SHIELDS
WEAPONS
MANUEVER
MAIN POWER

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

CREW CASUALTIES:

25
50
75
100

ARMOR

IMPULSE ENGINE

ARMOR

PORT WARP ENGINE

ARMOR

THRUSTERS

ARMOR

STARBOARD WARP ENGINE

STRESS CHARTS:
Superstructure: E
Engines: F

Damage Control Points: 8
COSTS:
Superstructure: 3
Engines: 2
Thruster: 1

Shield Diagram

1 2 3 4 5 6

SHIELD GENERATORS

1
2
3
4
5
6

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

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

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:																								