FINAL FRONTIER — DAMAGE & COMBAT FORM

CHANDLEY CLASS ASSAULT FRIGATE

OCR: 43.42

PHASERS

F
1
2
F/S
3
4
F/P
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
4

Firing Arc: 1-2 fore, 3-4 aft

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	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	8	90
	71-80	7	80
	61-70	6	75
2	51-60	6	70
	41-50	5	65
	31-40	4	55
	21-30	3	45
	11-20	2	35
	01-10	1	25

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

25
40

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: E
Engines: F

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

Shield Diagram

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:																								