

FINAL FRONTIER

ENERGY ALLOCATION FORM

CONSTELLATION CLASS CRUISER

OCR: 188.16

WARP ENGINES (4)
Power (each): 16
Warp Rating: 14
Damage Chart: C

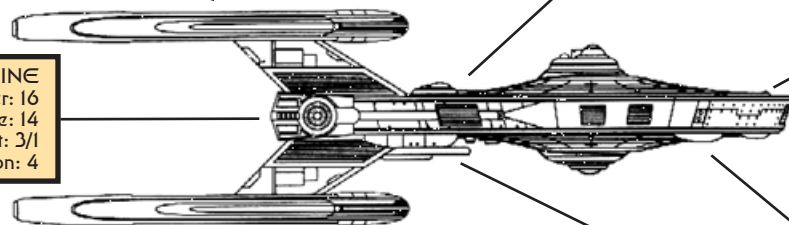
THRUSTERS
Maximum Thruster: 6
Movement Cost: 2/1
Manueverability: 2 (+20%)

PHASERS (6)
Type: FH-14
Capacity: 6
Emitter: 3

PHOTON TORPEDOES (6)
Power to arm: 1
Damage: 20

SHIELDS
Maximum Deflection: 8
Deflection Level Cost: 1
Durability Rating: 6
Minimum Damage #: 40
Maximum Absorption: 210

IMPULSE ENGINE
Power: 16
Maximum Impulse: 14
Movement Cost: 3/1
Max Acceleration: 4



CREW DATA

CAPTAIN	
SCIENCE OFFICER	
GUNNER	
HELM OFFICER	
MEDICAL OFFICER	
CHIEF ENGINEER	

CREW: 350	TROOPS: 55
CREW RATING:	



SHIP NAME:

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8
WARP POWER (64)								
IMPULSE POWER (16)								
TOTAL POWER (80)								
WEAPONS Beam Missile								
SHIELDS Forward Aft								
MOVEMENT: Impulse/Power Spent Thruster/Power Spent								
TRANSPORTER (5x6) CLOAK								
TOTAL POWER SPENT								
INITIATIVE SCORE Captain's skill+ Evasive bonus+ % dice roll								

(Initiative is modified by relative speeds)