

# FINAL FRONTIER

## ENERGY ALLOCATION FORM

# CONSTITUTION CLASS CRUISER

OCR 46.20

**WARP ENGINES (2)**  
Power (each): 24  
Warp Rating: 9  
Damage Chart: C

**IMPULSE ENGINE**  
Power: 20  
Maximum Impulse: 10  
Movement Cost: 4/1  
Max Acceleration: 3

**PHASERS (6)**  
Type: FH-9  
Capacity: 3  
Emitter: 1

**PHOTON TORPEDOES (2)**  
Power to arm: 1  
Damage: 20

**THRUSTERS**  
Maximum Thruster: 6  
Movement Cost: 3/1  
Manueverability: 2 (+20%)

**SHIELDS**  
Maximum Deflection: 8  
Deflection Level Cost: 1  
Durability Rating: 5  
Minimum Damage #: 30  
Maximum Absorption: 100

### CREW DATA

CAPTAIN	
SCIENCE OFFICER	
GUNNER	
HELM OFFICER	
MEDICAL OFFICER	
CHIEF ENGINEER	

CREW: 425	TROOPS: 60
CREW RATING:	



SHIP NAME:

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8
<b>WARP POWER</b> (48)								
<b>IMPULSE POWER</b> (20)								
<b>TOTAL POWER</b> (68)								
<b>WEAPONS</b> Beam Missile								
<b>SHIELDS</b> Forward Aft								
<b>MOVEMENT:</b> Impulse/Power Spent Thruster/Power Spent								
<b>TRANSPORTER</b> (6x6S) <b>CLOAK</b>								
<b>TOTAL POWER SPENT</b>								
<b>INITIATIVE SCORE</b> Captain's skill+ Evasive bonus+ % dice roll								

(Initiative is modified by relative speeds)