

FINAL FRONTIER

ENERGY ALLOCATION FORM

CONSTITUTION CLASS CRUISER

OCR: 145.42

WARP ENGINES (2)
Power (each): 35
Warp Rating: 14
Damage Chart: C

IMPULSE ENGINE
Power: 32
Maximum Impulse: 14
Movement Cost: 4/1
Max Acceleration: 4

PHASERS (8)
Type: FH-9
Capacity: 6
Emitter: 2

PHOTON TORPEDOES (4)
Power to arm: 1
Damage: 20

THRUSTERS
Maximum Thruster: 8
Movement Cost: 3/1
Manueverability: 3 (+20%)

SHIELDS
Maximum Deflection: 8
Deflection Level Cost: 1
Durability Rating: 6
Minimum Damage #: 35
Maximum Absorption: 200

CREW DATA

CAPTAIN	
SCIENCE OFFICER	
GUNNER	
HELM OFFICER	
MEDICAL OFFICER	
CHIEF ENGINEER	

CREW: 425	TROOPS: 80
CREW RATING:	



SHIP NAME:

WARP POWER (70)	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8
IMPULSE POWER (32)								
TOTAL POWER (102)								
WEAPONS <small>Beam Missile</small>								
SHIELDS <small>Foreward Aft</small>								
MOVEMENT: <small>Impulse/Power Spent Thruster/Power Spent</small>								
TRANSPORTER (5x6, 1x20) CLOAK								
TOTAL POWER SPENT								
INITIATIVE SCORE <small>Captain's skill+ Evasive bonus+ % dice roll</small>								

(Initiative is modified by relative speeds)