

FINAL FRONTIER

ENERGY ALLOCATION FORM

CONSTITUTION CLASS CRUISER

OCR 28.90

WARP ENGINES (2)
Power (each): 22
Warp Rating: 7
Damage Chart: C

IMPULSE ENGINE
Power: 16
Maximum Impulse: 10
Movement Cost: 3/1
Max Acceleration: 3

PHASERS (6)
Type: HF-1
Capacity: 3
Emitter: 1

PHOTON TORPEDOES (4)
Power to arm: 1
Damage: 8

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

SHIELDS
Maximum Deflection: 8
Deflection Level Cost: 1
Durability Rating: 4
Minimum Damage #: 20
Maximum Absorption: 60

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
WARP POWER (44)								
IMPULSE POWER (16)								
TOTAL POWER (60)								
WEAPONS Beam Missile								
SHIELDS Forward Aft								
MOVEMENT: Impulse/Power Spent Thruster/Power Spent								
TRANSPORTER (6x6) CLOAK								
TOTAL POWER SPENT								
INITIATIVE SCORE Captain's skill+ Evasive bonus+ % dice roll								

(Initiative is modified by relative speeds)