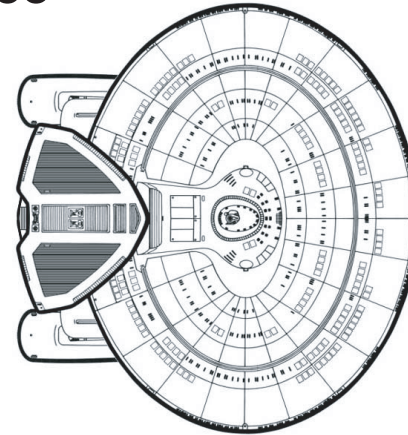
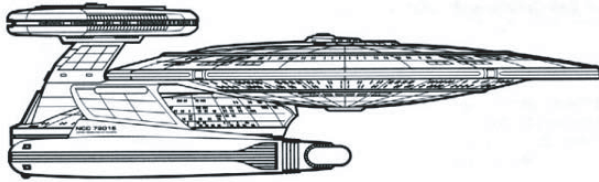


Nebula Class Attack Cruiser USS Waterloo



RACE: United Federation of Planets
OVERALL COMBAT RATING: Unknown
ERA: Next Generation Era

General Ship Data

Size Class:	14
Damage Control Points:	12
Superstructure Points:	100
Atmosphere Capable:	No
Landing Capable:	No
Damage Chart:	C
Stress Charts:	E/F
Cloaking Cost:	N/A
Rating:	
Crew Data	
Crew:	500
Troops:	150
Transports (6-man):	5
(20-man):	2

Power Data

Left Warp Engine Output:	46
Right Warp Engine Output:	46
Impulse Engine Output:	42
Total Power Available:	134
Warp Rating:	14

Note: Ship has 5 points of Ablative Armor in all locations.

Movement Data

Impulse Movement Ratio:	5/1
Thruster Movement Ratio:	4/1
Maximum Impulse Speed:	14
Maximum Thruster Speed:	8
Maximum Acceleration/Decel:	4

Weapon Data

Beam Weapon Type:	Phaser
Number of Weapons:	10
Firing Arcs:	B-300, 2-360
Firing Chart Column:	AA
Maximum Power Allocation:	6
Maximum Power Emitted rate:	3
Damage Modifier:	
(+3):	(0-10)
(+2):	(11-20)
(+1):	(20-30)

Missile Weapon Type:

Missile Weapon Type:	Photon
Number of Weapons:	6
Firing Arcs:	6 f/a
Firing Chart Column:	X
Power To Arm:	1
Damage:	20

Note: This data is for the USS Waterloo in this scenario ONLY!

Beam Weapon Type:	PC
Number of Weapons:	4
Firing Arcs:	4 f
Firing Chart Column:	U
Max Power Allocation:	6
Max Power Emitted:	2
Damage Modifier:	
(+3):	(0-7)
(+2):	(11-14)
(+1):	(15-18)

Shield Data

Maximum Deflection :	8
Shield Power Cost:	2
Shield Durability:	8
Minimum Damage #:	70
Maximum Absorption:	290
(per shield, per volley)	

Evasive Maneuvers Data

Maneuverability:	2 (+20%)
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Ship Rating Information:

Defensive Rating:	??
Offensive Rating:	??

Next Generation Era

FINAL FRONTIER

ENERGY ALLOCATION FORM

NEBULA CLASS ATTACK CRUISER

OCR: ???

IMPULSE ENGINE
Power: 42
Maximum Impulse: 14
Movement Cost: 5/1
Max Acceleration: 4

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

PHASERS (10)
Type: HF-IIB
Capacity: 6
Emitter: 3

CREW DATA

CAPTAIN	
SCIENCE OFFICER	
GUNNER	
HELM OFFICER	
MEDICAL OFFICER	
CHIEF ENGINEER	

CREW: 500	TROOPS: 150
CREW RATING:	



THRUSTERS
Maximum Thruster: 8
Movement Cost: 4/1
Manueverability: 2 (+20%)

WARP ENGINES (2)
Power (each): 46
Warp Rating: 14
Damage Chart: C

SHIELDS
Maximum Deflection: 8
Deflection Level Cost: 2
Durability Rating: 8
Minimum Damage #: 70
Maximum Absorption: 290

PHASER CANNONS (4)
Type: HF-IIB
Capacity: 6
Emitter: 2

SHIP NAME: USS WATERLOO

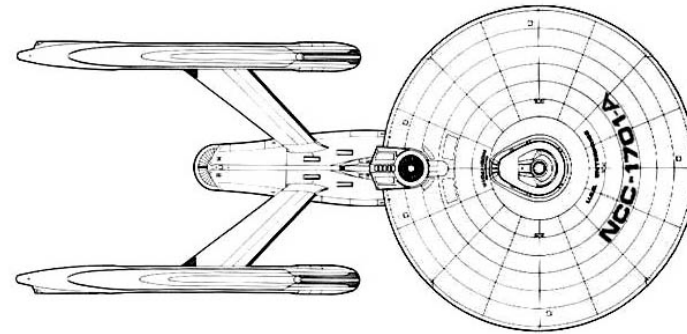
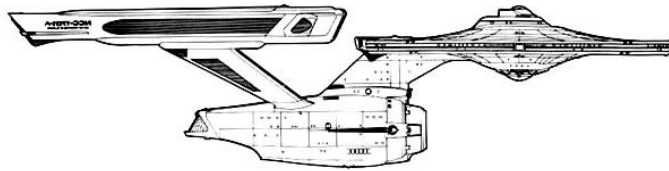
	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8
WARP POWER (92)								
IMPULSE POWER (42)								
TOTAL POWER (134)								
WEAPONS Beam Missile								
SHIELDS Forward Aft								
MOVEMENT: Impulse/Power Spent Thruster/Power Spent								
TRANSPORTER (5 x6, 2x20) CLOAK								
TOTAL POWER SPENT								
INITIATIVE SCORE Captain's skill+ Evasive bonus+ % dice roll								

(Initiative is modified
by relative speeds)

NEBULA CLASS ATTACK CRUISER

[illegible]

Constitution Class Cruiser



RACE: United Federation of Planets
OVERALL COMBAT RATING: 165.00
ERA: Next Generation Era

General Ship Data

Size Class: ☐ II
Damage Control Points: ☐ 8
Superstructure Points: ☐ 50
Atmosphere Capable: ☐ Yes
Landing Capable: ☐ No
Damage Chart: ☐ C
Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A
Rating: ☐

Crew Data
Crew: ☐ 425
Troops: ☐ 60
Transporters (6-man): ☐ 6
(20-man) ☐ 1

Power Data

Left Warp Engine Output: ☐ 35
Right Warp Engine Output: ☐ 35
Impulse Engine Output: ☐ 30
Total Power Available: ☐ 100
Warp Rating: ☐ 14

Movement Data

Impulse Movement Ratio: ☐ 4/1 ☐
Thruster Movement Ratio: ☐ 3/1 ☐
Maximum Impulse Speed: ☐ 12 ☐
Maximum Thruster Speed: ☐ 8 ☐
Maximum Acceleration/Decel: ☐ 4 ☐

Weapon Data

Beam Weapon Type: ☐ Phaser
Number of Weapons: ☐ 8
Firing Arcs: ☐ 4f, 2f/p, 2f/s
Firing Chart Column: ☐ Y ☐
Maximum Power Allocation: ☐ 6
Maximum Power Emitted rate: ☐ 2 ☐
Damage Modifier: ☐
(+3) ☐ (0-10)
(+2) ☐ (11-17)
(+1) ☐ (18-24)

Missile Weapon Type: ☐ Photon
Number of Weapons: ☐ 4
Firing Arcs: ☐ 4 f
Firing Chart Column: ☐ S
Power To Arm: ☐ 1
Damage: ☐ 20

Shield Data

Maximum Deflection: ☐ 8
Shield Power Cost: ☐ 1
Shield Durability: ☐ 6
Minimum Damage #: ☐ 35
Maximum Absorption: ☐ 200
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: ☐ 3 (+20%)

Ship Rating Information:

Defensive Rating: ☐ 250
Offensive Rating: ☐ 66

Note: Ship has 5 points of Ablative Armor in all locations.

Next Generation Era

FINAL FRONTIER

ENERGY ALLOCATION FORM

CONSTITUTION CLASS CRUISER

OCR: 165.00

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

IMPULSE ENGINE
Power: 30
Maximum Impulse: 12
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: 60
CREW RATING:	

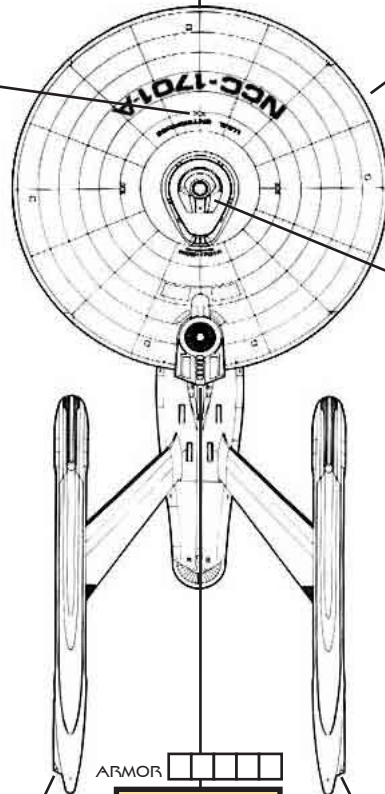


SHIP NAME:

WARP POWER (70)	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8
IMPULSE POWER (30)								
TOTAL POWER (100)								
WEAPONS <small>Beam Missile</small>								
SHIELDS <small>Foreward Aft</small>								
MOVEMENT: <small>Impulse/Power Spent Thruster/Power Spent</small>								
TRANSPORTER (6x6, 1x20) CLOAK								
TOTAL POWER SPENT								
INITIATIVE SCORE <small>Captain's skill+ Evasive bonus+ % dice roll</small>								

(Initiative is modified by relative speeds)

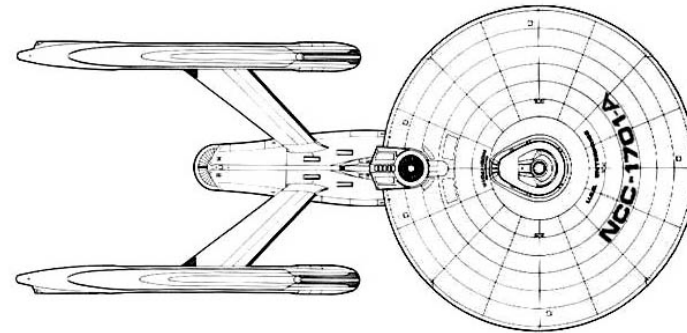
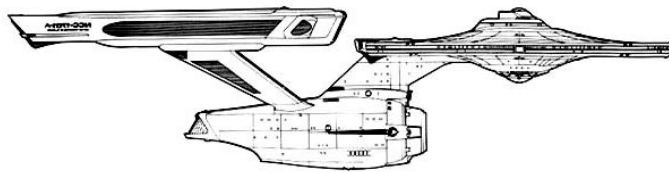
OCR: 165.00

[illegible]

STRESS
CHARTS:
Superstructure: E
Engines: F

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

Constitution Class Cruiser (robot)



RACE: United Federation of Planets
OVERALL COMBAT RATING: 46.20
ERA: Next Generation Era

General Ship Data

Size Class: ☐ II
Damage Control Points: ☐ 8
Superstructure Points: ☐ 40
Atmosphere Capable: ☐ Yes
Landing Capable: ☐ No
Damage Chart: ☐ C
Stress Charts: ☐ E/F

Cloaking Cost: ☐ N/A
Rating: ☐

Crew Data
Crew: ☐ 425
Troops: ☐ 60
Transports (6-man): ☐ 6

Power Data

Left Warp Engine Output: ☐ 24
Right Warp Engine Output: ☐ 24
Impulse Engine Output: ☐ 20
Total Power Available: ☐ 68
Warp Rating: ☐ 9

Movement Data

Impulse Movement Ratio: ☐ 4/1 ☐
Thruster Movement Ratio: ☐ 3/1 ☐
Maximum Impulse Speed: ☐ 10 ☐
Maximum Thruster Speed: ☐ 6 ☐
Maximum Acceleration/Decel: ☐ 3 ☐

Weapon Data

Beam Weapon Type: ☐ Phaser
Number of Weapons: ☐ 6
Firing Arcs: ☐ 2f, 2f/p, 2f/s
Firing Chart Column: ☐ Y ☐
Maximum Power Allocation: ☐ 3
Maximum Power Emitted rate: ☐ 1 ☐
Damage Modifier: ☐
(+3) ☐ (0-10)
(+2) ☐ (11-17)
(+1) ☐ (18-24)

Missile Weapon Type: ☐ Photon
Number of Weapons: ☐ 2 ☐
Firing Arcs: ☐ 2 f ☐
Firing Chart Column: ☐ S ☐
Power To Arm: ☐ 1 ☐
Damage: ☐ 20

Shield Data

Maximum Deflection: ☐ 8
Shield Power Cost: ☐ 1
Shield Durability: ☐ 5
Minimum Damage #: ☐ 30
Maximum Absorption: ☐ 100
(per shield, per volley)

Evasive Maneuvers Data

Maneuverability: ☐ 2 (+20%)

Ship Rating Information:

Defensive Rating: ☐ 154
Offensive Rating: ☐ 30

Note: This is a robotic target ship. It ☐ carries no crew and no photon ☐ ☐ torpedoes. Values for crew and ☐ ☐ torpedoes are for reference only. ☐ See the scenario rules for more on ☐ this ship.

Next Generation Era

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:

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

(Initiative is modified by relative speeds)

FINAL FRONTIER

DAMAGE & COMBAT FORM

CONSTITUTION CLASS CRUISER

OCR: 46.20

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

Firing Arc: Forward

Beam Weapon I	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 I	Range	To Hit #
2	10	
0-1: 3	9	
4-7	8	
8-9	7	
10-12	6	
13-14	5	
15-16	4	
17	3	
18	2	
---	1	

Leak Step	Max Absorption	Deflection
Leak Step	Shield %	Max Defl. Max Absorb
1	91-100	8 100
	81-90	8 90
2	71-80	7 80
	61-70	6 75
3	51-60	6 70
	41-50	5 65
4	31-40	4 55
	21-30	3 45
5	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



SHIELD GENERATORS

1

2

3

4

5

6

1-8 1-6 1-4 1-2 OUT

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

SHIELD STATUS

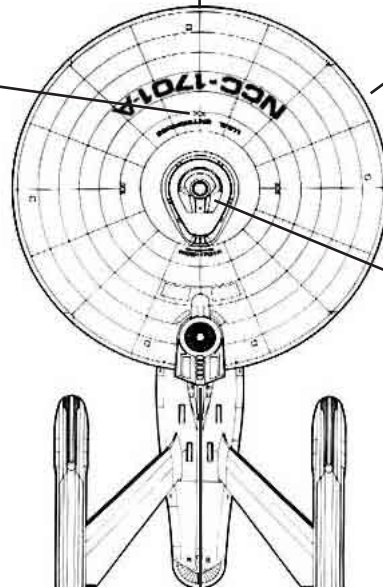
Turn 1 Phase	Turn 2 Phase	Turn 3 Phase	Turn 4 Phase	Turn 5 Phase	Turn 6 Phase	Turn 7 Phase	Turn 8 Phase
1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3
Current Shield %:							
Max Deflect #:							
Max Absorption:							
Total Damage:							

STRESS CHARTS:
Superstructure: E
Engines: F

PORT WARP ENGINE

THRUSTERS

STARBOARD WARP ENGINE





Starfleet Command, Bajoran Sector

To: Commander, U.S.S. _____, NCC-_____
From: Commander Fleet operations, Bajoran Sector
Re: Change in orders-Stardate 4856.3

Cardassian Diplomats have requested that Starfleet provide escort vessels for a convoy of Cardassian freighters that are heading for a recently established Cardassian outpost. The outpost is experiencing a severe plague. The convoy will be carrying medical personnel and equipment, along with other non-military supplies. Since the Federation has received assurances that there is no military cargo on board these freighters, Starfleet has agreed to provide the convoy with the requested escorts.

You are, therefore, ordered to rendezvous at Space Station Deep Space Nine. U.S.S. Defiant will be in overall command of the escort group. The convoy will leave from Deep Space Nine shortly after your arrival. It is felt that Klingon ships operating in the area will be less likely to attack the convoy, as it will have a Federation escort. There is however, a chance that the Klingons may attack the freighters. You are to warn any Klingon attackers off, and may fire warning shots as needed. If Klingon forces fire upon or attempts to board any of the Cardassian ships, you are authorized to engage the Klingon forces until they are driven off, or are destroyed. If any Federation vessel is attacked, you are also free to engage.

The Cardassians have provided a Q-ship for this convoy. It will be under the command of the convoy leader. Make good use of it should any combat situations arise.

This is a very important mission. Starfleet's and the Federation's reputations are at risk. Do all that is necessary to insure the safe arrival of the freighters.

Starfleet wishes to express its confidence in you to uphold the highest tradition of Starfleet, while defending the Ideals and Citizens of the Federation.

Signed Thurman, Admiral, Starfleet Operations Officer, Bajoran Sector.

<<Message Ends>>



Headquarters, Imperial Klingon Fleet,
Cardassian Front

(Incoming Message)

To: I KV _____, Captain _____,
Commanding.

You are to rendezvous with additional forces at the coordinates encoded with this message. I KV Desecrater is designated as the command vessel for this strike. You are then to proceed to intercept a convoy of Cardassian Freighters. The convoy will be escorted by Federation Starships. Deal with them in whatever manner you feel is necessary to insure that the convoy does not reach its destination. All freighters must be destroyed or captured.

Imperial agents have intercepted information that one of the Cardassian ships has military supplies hidden on board. They are hidden in a field that makes detecting them by sensor scan impossible. It would be very embarrassing to the Federation to have these weapons discovered on a ship that they are escorting. If possible, board the freighters before destroying them, in order to try and find and seize the weapons. Nevertheless, do not allow some ships to escape just to board others. All the freighters must be eliminated.

Success to you, Captain! !

Signed Martog, Imperial Fleet Command, Cardassian Front.

(Message Ends)

(Translation)

Headquarters, Imperial Klingon Fleet, Cardassian Front

(Incoming Message)

To: IKV _____, Captain _____, Commanding.

You are to rendezvous with additional forces at the coordinates encoded with this message. IKV Desecrator is designated as the command vessel for this strike. You are then to proceed to intercept a convoy of Cardassian Freighters. The convoy will be escorted by Federation Starships. Deal with them in whatever manner you feel is necessary to insure that the convoy does not reach its destination. All freighters must be destroyed or captured.

Imperial agents have intercepted information that one of the Cardassian ships has military supplies hidden on board. They are hidden in a field that makes detecting them by sensor scan impossible. It would be very embarrassing to the Federation to have these weapons discovered on a ship that they are escorting. If possible, board the freighters before destroying them, in order to try and find and seize the weapons. Nevertheless, do not allow some ships to escape just to board others. All the freighters must be eliminated.

Success to you, Captain!!

Signed Martog, Imperial Fleet Command, Cardassian Front.

(Message Ends)

(End Translation)

Freighter Information:		Crew: <input type="text" value="80"/>	Troops: <input type="text" value="40"/>	Damage Control Points: <input type="text" value="5"/>
Movement (Available each phase):	<input type="text" value="3"/> Impulse	<input type="text" value="1"/> Thruster	Maneuverability: <input type="text" value="1 (10%)"/>	Warp Rating: <input type="text" value="5"/>
Beam Weapon Type:	<input type="text" value="Particle Beam"/>		Beam Weapons Firing Arcs: <input type="text" value="2 360 deg."/>	Missile Weapons Firing Arcs: <input type="text" value="1 360 deg."/>
Missile Weapon Type:	<input type="text" value="Photon Torpedo"/>		Beam weapon damage per hit: <input type="text" value="6"/>	Missile weapon damage per hit: <input type="text" value="10"/>

Beam To hit numbers:										Missile To hit numbers:												
Range	0-1	2	3-4	5-6	7	8-9	10	11-12	13-15	Range	0-1	2	3	4	5	6	7	8	9	10	11	12
Number needed:	10	9	8	7	6	5	4	3	2	Number needed:	9	10	9	9	8	7	6	5	4	3	2	1

Freighter #4	Shields:	<table border="1" style="width: 100%; height: 30px;"></table>	W
Deflection:	<input type="text" value="6"/>	<table border="1" style="width: 100%; height: 30px;"></table>	
			Q
	Hull:	<table border="1" style="width: 100%; height: 30px;"></table>	
Weapon Damage:	Beam:	<input type="text" value="1"/> <input type="text" value="2"/>	Missile: <input type="text" value="1"/>

Shields/Hull/Missile Weapon Status

Freighter #5	Shields:	<table border="1" style="width: 100%; height: 30px;"></table>	W
Deflection:	<input type="text" value="6"/>	<table border="1" style="width: 100%; height: 30px;"></table>	
			Q
	Hull:	<table border="1" style="width: 100%; height: 30px;"></table>	
Weapon Damage:	Beam:	<input type="text" value="1"/> <input type="text" value="2"/>	Missile: <input type="text" value="1"/>

Shields/Hull/Missile Weapon Status

Freighter #6	Shields:	<table border="1" style="width: 100%; height: 30px;"></table>	W
Deflection:	<input type="text" value="6"/>	<table border="1" style="width: 100%; height: 30px;"></table>	
			Q
	Hull:	<table border="1" style="width: 100%; height: 30px;"></table>	
Weapon Damage:	Beam:	<input type="text" value="1"/> <input type="text" value="2"/>	Missile: <input type="text" value="1"/>

Massed Freighter Control Sheet (Q-Ship)																						
Turn:		1	2	3	4	5	6	7	8	9	10	Race: <u>Cardassian</u>										
Initiative Score by turn:																						
Q-ship Information:		Crew: <u>80</u>				Troops: <u>50</u>				Damage Control Points: <u>6</u>												
Movment (Available each phase):		<u>4</u>	Impulse		<u>2</u>	Thruser		Maneuverability: <u>(2 +20%)</u>				Warp Rating: <u>7</u>										
Beam Weapon Type:		<u>Particle Beam</u>				Beam Weapons Firing Arcs: <u>6 360 deg.</u>				Missile Weapons Firing Arcs: <u>4 360 deg.</u>												
Missile Weapon Type:		<u>Photon Torpedo</u>				Beam weapon damage per hit: <u>8</u>				Missile weapon damage per hit: <u>10</u>												
Beam To hit numbers:										Missile To hit numbers:												
Range		0-1	2-4	5-7	8-10	11-13	14-15	16	17	18	Range		0-1	2	3	4-7	7-8	9-10	11-12	13	14	15
Number needed:		10	9	8	7	6	5	4	3	2	Number needed:		9	10	9	8	7	6	5	4	3	2
Shields/Hull/Missile Weapon Status																						
Q-ship #1		Shields:																		W		
Deflection:		<u>7</u>																				
Hull:																						
Turn:		1	2	3	4	5	6	7	8	9	10											
Missile Weapon:																						
Weapon Damage:		Beam:		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	Missile:		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>							
Shields/Hull/Missile Weapon Status																						
Q-ship #2		Shields:																		W		
Deflection:		<u>7</u>																				
Hull:																						
Turn:		1	2	3	4	5	6	7	8	9	10											
Missile Weapon:																						
Weapon Damage:		Beam:		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	Missile:		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>							
Shields/Hull/Missile Weapon Status																						
Q-ship #3		Shields:																		W		
Deflection:		<u>7</u>																				
Hull:																						
Turn:		1	2	3	4	5	6	7	8	9	10											
Missile Weapon:																						
Weapon Damage:		Beam:		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	Missile:		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>							



Maureen Greenway