

FINAL FRONTIER

ENERGY ALLOCATION FORM

SHIP CLASS:

OCR:

WARP ENGINES ()
Power (each):
Warp Rating:
Damage Chart:

IMPULSE ENGINE
Power:
Maximum Impulse:
Movement Cost:
Max Acceleration:

BEAM WEAPONS ()
Type:
Capacity:
Emitter:

MISSILE WEAPONS ()
Power to arm:
Damage:

SHIELDS
Maximum Deflection:
Deflection Level Cost:
Durability Rating:
Minimum Damage #:
Maximum Absorption:

THRUSTERS
Maximum Thruster:
Movement Cost:
Manueverability: (+ %)

CREW DATA

CAPTAIN	
SCIENCE OFFICER	
GUNNER	
HELM OFFICER	
MEDICAL OFFICER	
CHIEF ENGINEER	

CREW:	TROOPS:
CREW RATING:	



SHIP NAME:

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

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(Initiative is modified
by relative speeds)