

WEAPONS CONTROL PANEL

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Beam Type: **FH-11** | Quantity: **8** | | | Max Power: **10** | | | Firing Chart: **Y** | | Max Range: **24** | |
| Damage Modifiers: | |  |  | | +3 | ( **1** - **10** ) | +2 | ( **11** - **17** ) | +1 | ( **18** - **24** ) |

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| Missile Type: **FP-4** | Qty: **3** | Power to Arm: **11** | Damage: **20** | Firing Chart: **S** | Max Range: **16** |

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| Type |  | Firing Arc | | | |  | Weapon Status | | | |  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| **FH-11** |  | **P** | **F** |  |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FH-11** |  | **P** | **F** |  |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FH-11** |  |  | **F** |  |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FH-11** |  |  | **F** |  |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FH-11** |  |  | **F** | **S** |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FH-11** |  |  | **F** | **S** |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FH-11** |  |  |  |  | **A** |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FH-11** |  |  |  |  | **A** |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FP-4** |  |  | **F** |  |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FP-4** |  |  | **F** |  |  |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **FP-4** |  |  |  |  | **A** |  | Op | Dmg | Rpd | Out |  |  |  |  |  |  |  |  |  |  |  |  |  |
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STARSHIP AND CREW DATA

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| --- | --- | --- | --- |
| Vessel Name: | Vessel Class:  **Enterprise** | | Model:  **Mk III** |
| Captain’s Name: | D:  **162.8** | WDF:  **187.8** | CE:  **30,573.84** |
| Race:  **Federation** | Captain’s Skill Rating: | | Crew Efficiency Rating: |

ENGINEERING DISPLAY

IMPULSE ENGINE POWER TRACKS Type: **FIF-2**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| Impulse Engine | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

WARP ENGINE POWER TRACKS Type: **FWG-1**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| Port Warp Engine | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |  |  |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| Starboard Warp Engine | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |  |  |  |  |

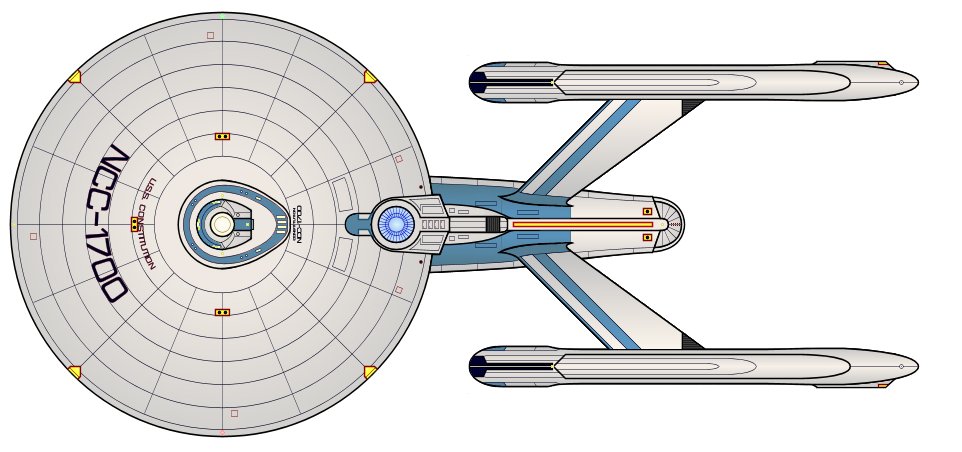
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Turn  1 | Turn  2 | Turn  3 | Turn  4 | Turn  5 | Turn  6 | Turn  7 | Turn  8 | Turn  9 | Turn  10 | Turn  11 | Turn  12 |
| Total Power  Units Available | 68 |  |  |  |  |  |  |  |  |  |  |  |
| Power to  Movement |  |  |  |  |  |  |  |  |  |  |  |  |
| Power to  Shields |  |  |  |  |  |  |  |  |  |  |  |  |
| Power to  Weapons |  |  |  |  |  |  |  |  |  |  |  |  |

HELM DISPLAY

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Movement Point Ratio: **4** / **1** | | | Engine Stress Chart: **D** / **F** | | | | Warp Speed: | | |  | | |
| Max. Speed: **17** | Turn  1 | Turn  2 | Turn  3 | Turn  4 | Turn  5 | Turn  6 | Turn  7 | Turn  8 | Turn  9 | Turn  10 | Turn  11 | Turn  12 |
| Movement Points |  |  |  |  |  |  |  |  |  |  |  |  |
| Sensor Status | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked | Oper.  Dmgd  Locked |

SHIELD DISPLAY

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Shield Generator Type: **FSS** | | | | Shield Point Ratio: **1** / **4** | | | | Maximum Shield Power: **20** | | | | |
|  | Turn  1 | Turn  2 | Turn  3 | Turn  4 | Turn  5 | Turn  6 | Turn  7 | Turn  8 | Turn  9 | Turn  10 | Turn  11 | Turn  12 |
| Shield #1 |  |  |  |  |  |  |  |  |  |  |  |  |
| Shield #2 |  |  |  |  |  |  |  |  |  |  |  |  |
| Shield #3 |  |  |  |  |  |  |  |  |  |  |  |  |
| Shield #4 |  |  |  |  |  |  |  |  |  |  |  |  |
| Shield $5 |  |  |  |  |  |  |  |  |  |  |  |  |
| Shield #6 |  |  |  |  |  |  |  |  |  |  |  |  |



**Transporters**

Type Cap Qty

Std: 6 **24**

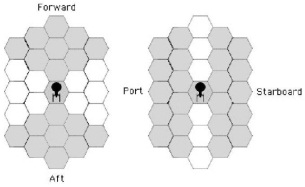
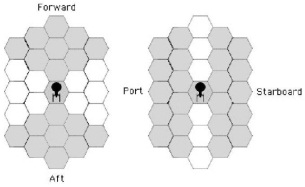
Emer: 22 **88**

Cmbt:

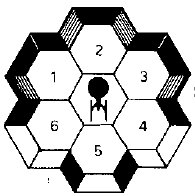
Sm Crgo: 20 **40**

Lg Crgo:

Trnspt Cap: **152**



Firing Arcs



Deflector Shield Arcs

DAMAGE CONTROL DISPLAY

CASUALTY MODIFIER DISPLAY

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 0 – 10%  0 | 20 – 39%  -1  -10% | 40 – 59%  -2  -20% | 60 – 69%  -5  -50% | 70%+  No Firing |

% CASUALTIES DISPLAY

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

SUPERSTRUCTURE

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **-10** | **-9** | **-8** | **-7** | **-6** | **-5** | **-4** | **-3** | **-2** | **-1** | **0** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |  | Damage Chart: **C** | |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Crew:  **416** | Marines:  **0** |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

SYSTEM HIT TRACK

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| System Hit | 1st | 2nd | 3rd | 4th | **5th** |
| Sensors |  |  |  |  | **INOP** |
| Shield #1 |  |  |  |  | **INOP** |
| Shield #2 |  |  |  |  | **INOP** |
| Shield #3 |  |  |  |  | **INOP** |
| Shield #4 |  |  |  |  | **INOP** |
| Shield #5 |  |  |  |  | **INOP** |
| Shield #6 |  |  |  |  | **INOP** |

ENGINEERING GRIDS

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| System Hit | 1st | 2nd | 3rd | 4th | **5th** |
| Shields |  |  |  |  | **INOP** |
| Weapons |  |  |  |  | **INOP** |
| Maneuver |  |  |  |  | **INOP** |

WEAPONS DAMAGE DISPLAY

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ID # | DMGD | REPD | **INOP** |  | ID # | DMGD | REPD | **INOP** |
| 1 |  |  |  |  | 1 |  |  |  |
| 2 |  |  |  |  | 2 |  |  |  |
| 3 |  |  |  |  | 3 |  |  |  |
| 4 |  |  |  |  | 4 |  |  |  |
| 5 |  |  |  |  | 5 |  |  |  |
| 6 |  |  |  |  | 6 |  |  |  |
| 7 |  |  |  |  | 7 |  |  |  |
| 8 |  |  |  |  | 8 |  |  |  |
| 9 |  |  |  |  | 9 |  |  |  |
| 10 |  |  |  |  | 10 |  |  |  |
| 11 |  |  |  |  | 11 |  |  |  |