

# NAVIGATION

At the beginning of each turn, record the amount of power the engineer has allotted to the shields. Then power the shields as instructed by the Captain.

Once per turn, the Navigator makes a skill roll against the average of *Deflector Shield Operation* and *Deflector Shield Technology* to coax an extra two points of shield power (or four extra points of shield power on a roll of 01-05), which can be added to any shield, even if it's already at maximum.

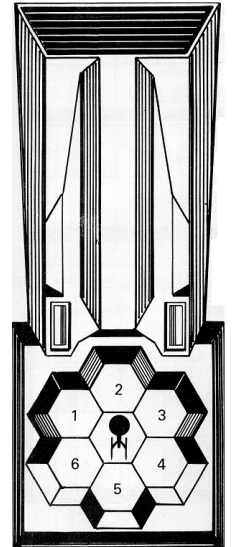
Deflector Shield Op/Tech: 38 (Banda);  
14 (Albrecht); 25 (White); 27 (Donnelly)

## DEFLECTOR SHIELDS

Shield Type: FSP      Total Power Available: \_\_\_\_\_  
 Max Power: 16      Shield Point Ratio: 4/1

POWER ALLOTTED (enter a number or "DMG")

F/P	Fwd	F/S	A/S	Aft	A/P
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# HELM

At the beginning of each turn, record the amount of power the engineer has allotted to the engines. Then power the weapons as instructed by the Captain.

Twice per turn, the Helmsman may make either a *Starship Weaponry Technology* skill roll to get a +1 bonus to attack rolls for an entire phase; or once per turn, a *Starship Helm Operations* skill roll to reduce by 1 point the amount of stress to the engines from an emergency heading change.

Ship Weaponry Tech. 10 (Volara)  
 Ship Helm Operations: 63 (Volara)

Total Power Allotted to Movement (from Engineering): \_\_\_\_\_

Movement Points Ratio: 1/3

Total Movement Points Available: \_\_\_\_\_

Current Warp Speed	W3	W4	W5	W6	W7	W8	W9	W10
Engine Stress	1	1	1	2	2	2	3	n/a
Superstructure Stress	-	1	1	2	2	3	3	n/a

*Report stress damage to Chief Engineer (engines) or Science Officer (superstructure)*

# WEAPONS

Total Power Allotted to Weapons (from Engineering): \_\_\_\_\_ Current Penalty for to-Hit Rolls: \_\_\_\_\_

### BEAM WEAPONS

	Damaged?	Type (Column)	Firing Arc	Power Allotted
1		FH-11	F P	
2		FH-11	F P	
3		FH-11	F	

	Damaged?	Type (Column)	Firing Arc	Power Allotted
4		FH-11	F	
5		FH-11	F S	
6		FH-11	F S	

### MISSILE WEAPONS

	Damaged?	Type (Column)	Firing Arc	Power Allotted
1		FP-5	F	
2		FP-5	F	

	Damaged?	Type (Column)	Firing Arc	Power Allotted
3		FP-5	A	
4		FP-5	A	



### FIRING CHARTS



Range	A		B		C		D		E		F	
	Beam Weapon Type <u>FH-11</u> Max Power <u>10</u>		Beam Weapon Type _____ Max Power _____		Beam Weapon Type _____ Max Power _____		Beam Weapon Type _____ Max Power _____		Missile Weapon Type <u>FP-5</u> Power To Arm <u>1</u>		Missile Weapon Type _____ Power To Arm _____	
	To Hit	Damage Mod	To Hit	Damage Mod	To Hit	Damage Mod	To Hit	Damage Mod	To Hit	Damage	To Hit	Damage
1	1-10	+3							1-10	16		
2	1-10	+3							1-10	16		
3	1-10	+3							1-9	16		
4	1-9	+3							1-9	16		
5	1-9	+3							1-8	16		
6	1-9	+3							1-8	16		
7	1-8	+3							1-7	16		
8	1-8	+3							1-7	16		
9	1-8	+3							1-6	16		
10	1-7	+3							1-6	16		
11	1-7	+2							1-5	16		
12	1-7	+2							1-5	16		
13	1-6	+2							1-4	16		
14	1-6	+2							1-3	16		
15	1-5	+2							1-2	16		
16	1-5	+2							1	16		
17	1-4	+2										
18	1-4	+1										
19	1-3	+1										
20	1-3	+1										
21	1-2	+1										
22	1-2	+1										
23	1	+1										
24	1	+1										

# Sciences Station

Once per turn, the Science Officer makes a *Starship Sensors* skill roll to obtain a sensor lock on a single target. If obtained, the Science officer receives 1d10/2 (rounding up) answers to sensor questions, asking one or two questions at the beginning of each movement phase. Mark the number of questions available above.

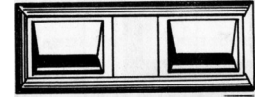
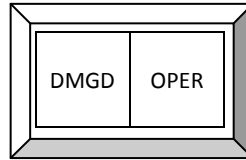
Once per turn, the Science Officer makes either a *Damage Control Procedures* skill roll to reduce damage from incoming fire for the entire turn by 1-5 points (1d10/2 rounding up), splitting the reduction across phases as seen fit; **or** a *Damage Control Procedures* skill roll to repair one point of superstructure damage; **or** a *Damage Control Procedures* skill roll to prevent the ship from exploding, suffering a -10% penalty per point of damage below zero (0); **or** a skill roll against the average of *Computer Technology* and *Starship Sensors* to bring the Sensors one step closer to “operational.”

Computer Tech.: 47 (Chiang)

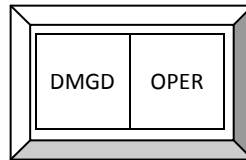
Damage Control Procedures: 10 (Chiang)

Starship Sensors: 68 (Chiang)

## TRACTOR BEAM

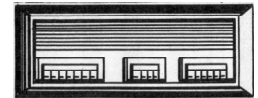
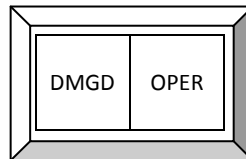


## LIFE SUPPORT

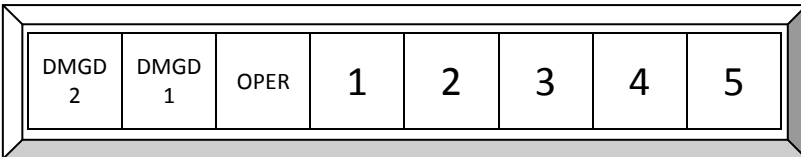


On a **Bridge Hit**, each bridge character must make a Saving Roll against their DEX. If unsuccessful, the character may not act during the next turn. In addition, roll a d10. On an 8, the Tractor Beam is damaged, on a 9, Life Support Systems are damaged, and on a 10, the transporter is damaged.

## TRANSPORTER



## SENSORS (number of questions)



## SUPERSTRUCTURE DAMAGE

-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	20	21	22	23	24	25	26	27
28																		

# Communications Station/Sickbay

Once per turn, the Communications Officer makes a *Damage Control Procedures* skill roll to reduce the number of casualties by 5%; **or** the Communications Officer makes a *Communications Systems Operation* skill roll to perform a difficult communications task; **or** makes a *Communications Systems Operation* skill roll to penetrate jammed communications.

Once per turn, the Chief Medical makes a *Life Support Technology* skill roll to repair Life Support Systems (inform the Sciences Officer); **or** the Chief Medical makes a *General Medicine: Human* skill roll to reduce the number of casualties by 5%.

Damage Control Procedures: 60 (Storan)  
Starship Communications Procedures: 77 (Storan)  
General Medicine (Human): 80 (Qamar)  
Life Support Tech.: 10 (Qamar)

## CASUALTIES

Total Crew: 370

Casualties (Percentage): \_\_\_\_\_

For every 10% of the crew that become casualties, all emergency heading change stress rolls and weapons to-hit rolls are modified by +1. In addition, If Life Support is inactive for three consecutive turns, the Die Roll modification is increased by 1 on that turn and on each successive turn until Life Support is repaired.



# Engineering

Once per turn, the Engineer may make either a *Warp Drive Technology* skill roll to coax one more power point from the engines (or two more power points on a roll of 01-05); **or** a *Space Sciences: Astronautics (a.k.a., Starship Engineering)* skill roll to repair one point of engine damage (or two points of engine damage on a roll of 5 or less); **or** a *Space Sciences: Astronautics* skill roll to repair one point of Superstructure damage; **or** a *Space Sciences: Astronautics* skill roll to restore Engineering operations; **or** a *Transporter Systems Technology* skill roll to repair the transporters; **or** a *Life Support Systems Technology* skill roll to repair the life support systems.

Astronautics: 84 (Albrecht); 27 (White)  
Life Support Systems Tech.: 28 (Albrecht); 52 (White)  
Transporter Systems Tech.: 22 (Albrecht); 52 (White)  
Warp Drive Tech.: 67 (Albrecht); 28 (White)

## IMPULSE ENGINE

Type: FIG-1 Total Power: 24 Current: \_\_\_\_\_

## WARP ENGINE #1

Type: FWC-1 Total Power: 16 Current: \_\_\_\_\_

## WARP ENGINE #2

Type: FWC-1 Total Power: 16 Current: \_\_\_\_\_

TOTAL POWER UNITS AVAILABLE: \_\_\_\_\_

- a. Power to Movement: \_\_\_\_\_
- b. Movement Point Ratio: 1/3
- c. Movement Points Available (a \* b): \_\_\_\_\_ (to helm)
- d. Power to Shields: \_\_\_\_\_
- e. Shield Point Ratio: 4/1
- f. Shield Points Available (d \* e): \_\_\_\_\_ (to navigation)
- g. Power to Weapons: \_\_\_\_\_