

Designation (Name) Class # Type (Race)

Captain's Starship Combat Strategy/Tactics: _____

Maximum Power Units: _____ Current Power Units Available: _____ Casualties: _____ %
 Power to Movement (Ratio: /): _____

D	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
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Power to Weapons (??? [Beam]; ??? [Beam]; [Missile])

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Direction	Direction	Direction	Direction	Direction	Direction																		
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To-hit:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

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Missile Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Missile Damage:																								

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Shield Power Ratio: /

F/P	Fwd	F/S	A/S	Aft	A/P
D	D	D	D	D	D
0	0	0	0	0	0
#	#	#	#	#	#

Superstructure

-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	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	91	92	93
94	95	96	97	98	99	100	101
102	103	104	105	106	107	108	109
110	111	112	113	114	115	116	117

Stress Chart (Maximum Warp Speeds: #/#)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10													
Engine	--	--	--	--	--	--	--	--	--	--	--													
Superstructure	--	--	--	--	--	--	--	--	--	--	--													

Sensors	Tractor Beam	Life Support	Transporter	Cloaking Device
D	D	D	D	D
OP	OP	OP	OP	0
				#

Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Port Warp	Super (1)	Super (2)	Sensors	Bridge
Forward	Shield (.5)	Beam	Missile (.5)	Port Warp	Stbd Warp	Super (1)	Super (2)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Stbd Warp	Super (1)	Super (2)	Sensors	Bridge
Aft/Stbd	Shield	Beam	Stbd Warp	Impulse (.2)	Super (.2)	Super (1)	Super (1)	Super (2)	Super (2)	Super (5)
Aft	Shield	Missile (.5)	Port Warp	Stbd Warp	Impulse	Super (1)	Super (2)	Super (3)	Tractor	Engr out

Aft/Port	Shield	Beam	Port Warp	Impulse (.2)	Super (.2)	Super (1)	Super (1)	Super (2)	Super (2)	Super (5)
Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Forward	Shield	Beam	Missile (.5)	Super (1)	Super (1)	Super (2)	Super (2)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Aft/Stbd	Shield	Beam	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)
Aft	Shield	Missile (.5)	Stbd Warp	Port Warp	Impulse	Super (1)	Super (1)	Super (3)	Tractor	Engr out
Aft/Port	Shield	Beam	Port Warp	Port Warp	Port Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)
Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam	Port Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Forward	Shield (.5)	Beam	Missile (.5)	Super (1)	Super (2)	Super (2)	Super (3)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam	Stbd Warp	Super (.2)	Super (1)	Super (2)	Super (2)	Super (5)	Sensors	Bridge
Aft/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Stbd Warp	Super (1)	Super (1)	Super (2)
Aft	Shield	Missile (.5)	Stbd Warp	Stbd Warp	Port Warp	Port Warp	Impulse	Super (1)	Tractor	Engr out
Aft/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Impulse (.2)	Port Warp	Super (1)	Super (1)	Super (2)