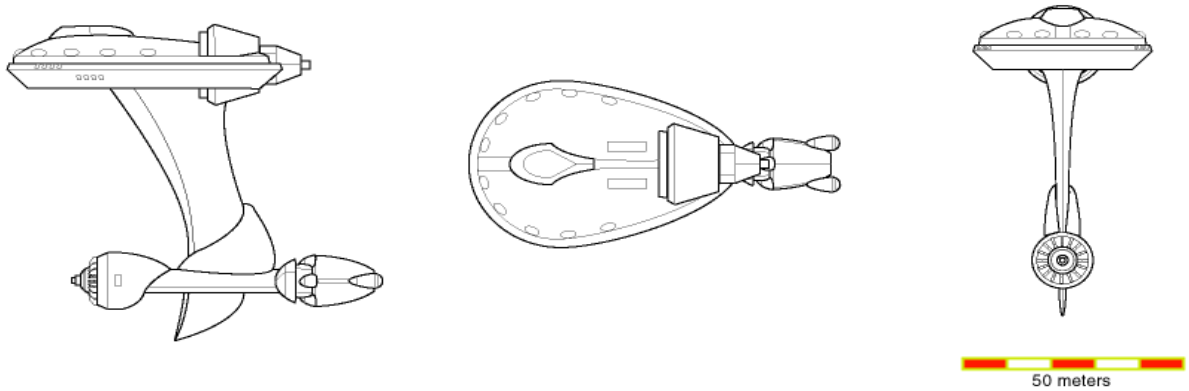
Romulan Prey Seeker Class IV-V Scout



CONSTRUCTION DATA:			
Class:	IV	V	V
Model Number:	Type I	Type II	Type III
Date Entering Service	2142	2147	2155
Number Constructed	78	84	121
HULL DATA			
Superstructure:	6	7	8
Damage Chart:	C	C	C
Dimensions:			
Length:	76m	76m	76m
Width:	41m	41m	41m
Height:	76m	76m	76m
Weight:	35950 mt	53850 mt	55850 mt
Cargo Specs			
Total SCU:	50 SCU	70 SCU	70 SCU
Cargo Capacity:	2220 mt	3320 mt	3450 mt
Landing Capacity:	NO	NO	NO
EQUIPMENT DATA			
Computer Type:	R1L	R2L	R2L
Cloaking Device/ECM:	None	None	None
Power to Engage:			
Transporters-			
6-person:	1	1	1
20-person Combat:	0	0	0
22-person Emergency:	1	1	1
Cargo	1	1	1
OTHER DATA			
Crew:	52	78	81
Passengers:			
Troops:			
Shuttlecraft-	2	2	2
ENGINE AND POWER -			
Total Power Available:	7	12	12
Movement Point Ratio:	2/1	3/1	3/1
Warp Engine Type:	RFTL-1	RFTL-4	RFTL-4
Number:	1	1	1
Power Units:	6	9	9
Stress Chart:	Q/R	Q/R	Q/R
Max Safe Cruising Speed:	2	2	2
Emergency Speed:	3	3	3
Impulse Engine Type:	RSNP-1A	RSNP-3A	RSNP-3A
Number:	1	1	1
Power Units:	1	3	3
WEAPONS/DEFENSE			
Beam Weapon:	RDB-2	RDB-2	RDB-4
Firing Arcs:	1P,2F,1S	1P,2F,1S	1P,2F,1S
Firing Chart:	C	C	D
Maximum Power:	1	1	2
Damage Modifiers			
+3			
+2			
+1	(1 - 2)	(1 - 2)	(1 - 3)

Shields-			
Shield Type:	RDS1	RDS2	RDS2
Shield Point Ratio:	2/1	2/1	2/1
Maximum Shield:	1	2	2
Combat Efficiency	0.1	0.2	0.3
D-	12.5	15.8	17.3
WDF-	1.1	1.1	2.0

NOTES:

The Preyseeker was one of the earliest known known Romulans scout ships to be encountered by the Federation. Though not very fast or well armed , the Romulan Star Navy utilized this scout class a great deal throughout the Earth/Romulan War and in its attempted expansion efforts into the Gorn Hegemony territory.

Overall the class seemed to be relatively disappointing for the Romulans. The type I was slow, even for its day, and unless it was accompanied by support vessels, could not defend itself adequately should it become engaged with enemy forces.

The type II fared no better. Despite the increase in power, the extra engine mass made the ship clumsy and less manueverable, and drawing more power than its predecessor. The shield upgrade did little to improve its survivability.

With war looming with the Federation, the type III was introduced with better beam weapons, but, it too ultimately was a tactical disappointment. The Romulan retired the Preyseeker in 2166, selling the majority off to private interests within the empire.

A small number of hulls were reserved for research purposes, using them as test beds for new warp drives.

Design by Joe Homoki www.ufc465537.scificities.com
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MASTER CONTROL PANEL

Race

Vessel Class ***Romulan Prey Seeker Class IV-V Scout*** Class **IV**

Vessel Name Model **Type I**

CE ***0.1*** Captain's Name

D ***12.5*** Captain's Skill Rating

WDF ***1.1*** Crew Efficiency Rating

ENGINEERING DISPLAY

WARP ENGINE TRACK

Type	1	2	3	4	5	6																		
RFTL-1																								

IMPULSE POWER TRACK

Type	1																							
RSNP-1A																								

TURN TRACK

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available **7**												
MPR **2/1**												
Power To Shields Shield Point Ratio **2/1**												
Power To Weapons												
Power To Cloak Power To Arm												
HELM DISPLAY Warp Speed Stress Charts **Q/R**												
Movement Points												
Sensors Status	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L
Cloak Status	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Weapon Type	Firing Arcs	Firing Chart	Max Power	PTA	Damage	Damage Modifiers +3	+2	+1
RDB-2	**1P,2F,1S**	**C**	**1**					**(1 - 2)**

TURN #					#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RDB-2**	OPER DMGD	REPD INOP	Firing arc **F**													
Type **RDB-2**	OPER DMGD	REPD INOP	Firing arc **F**													
Type **RDB-2**	OPER DMGD	REPD INOP	Firing arc **P**													
Type **RDB-2**	OPER DMGD	REPD INOP	Firing arc **S**													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													
Type	OPER DMGD	REPD INOP	Firing arc													

MASTER CONTROL PANEL

Race

Vessel Class ***Romulan Prey Seeker Class IV-V Scout*** Class **V**

Vessel Name Model **Type II**

CE ***0.2*** Captain's Name

D ***15.8*** Captain's Skill Rating

WDF ***1.1*** Crew Efficiency Rating

ENGINEERING DISPLAY

WARP ENGINE TRACK

Type **RFTL-4**

1	2	3	4	5	6	7	8	9															

IMPULSE POWER TRACK

Type **RSNP-3A**

1	2	3																					

TURN TRACK

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available **12**												
MPR **3/1**												
Power To Shields Shield Point Ratio **2/1**												
Power To Weapons												
Power To Cloak Power To Arm												

HELM DISPLAY

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Warp Speed Stress Charts **Q/R**												
Movement Points												
Sensors Status	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L
Cloak Status	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Weapon Type	Firing Arcs	Firing Chart	Max Power	PTA	Damage	Damage Modifiers +3	+2	+1
RDB-2	**1P,2F,1S**	**C**	**1**					**(1 - 2)**

						#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type **RDB-2**		OPER DMGD		REPD INOP	Firing arc **F**												
Type **RDB-2**		OPER DMGD		REPD INOP	Firing arc **F**												
Type **RDB-2**		OPER DMGD		REPD INOP	Firing arc **P**												
Type **RDB-2**		OPER DMGD		REPD INOP	Firing arc **S**												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												
Type		OPER DMGD		REPD INOP	Firing arc												

MASTER CONTROL PANEL

Race			
Vessel Class	***Romulan Prey Seeker Class IV-V Scout***	Class	**V**
Vessel Name		Model	**Type III**
CE	***0.3***	Captain's Name	
D	***17.3***	Captain's Skill Rating	
WDF	***2.0***	Crew Efficiency Rating	

ENGINEERING DISPLAY

WARP ENGINE TRACK

Type	1	2	3	4	5	6	7	8	9															
RFTL-4																								

IMPULSE POWER TRACK

Type	1	2	3																					
RSNP-3A																								

TURN TRACK

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available **7**												
MPR **3/1**												
Power To Shields Shield Point Ratio **2/1**												
Power To Weapons												
Power To Cloak Power To Arm												
Warp Speed Stress Charts **Q/R**												
Movement Points												
Sensors Status	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L	O D L
Cloak Status	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Weapon Type	Firing Arcs	Firing Chart	Max Power	PTA	Damage	Damage Modifiers +3	+2	+1
RDB-4	**1P,2F,1S**	**D**	**2**					**(1 - 3)**

						#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type		OPER		REPD	Firing arc												
RDB-4		DMGD		INOP	**F**												
Type		OPER		REPD	Firing arc												
RDB-4		DMGD		INOP	**F**												
Type		OPER		REPD	Firing arc												
RDB-4		DMGD		INOP	**P**												
Type		OPER		REPD	Firing arc												
RDB-4		DMGD		INOP	**S**												
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
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		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													
Type		OPER		REPD	Firing arc												
		DMGD		INOP													

DAMAGE CONTROL PANEL

Romulan Prey Seeker Class IV-V Scout ***Type I***

SHIELDS

SHIELD TYPE: **RDS1** SHIELD POINT RATIO: **2/1** MAXIMUM SHIELD POWER: **1**

DAMAGE CHART: **C**

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Shield Points Available												

TURN #1 AFT

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #2

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #3

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #4

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #5

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #6

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #7

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #8

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #9

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #10

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #11

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

TURN #12

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4
	#5	#6	#7	#8
	#9	#10	#11	#12

SYSTEMS REPAIR STATUS

HITS	1ST 1-8	2ND 1-6	3RD 1-4	4TH 1-2	5TH OUT
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6							

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70% + NO FIRING

CREW: **52**

PERCENT CASUALTIES TRACK

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	00				

DAMAGE CONTROL PANEL

Romulan Prey Seeker Class IV-V Scout ***Type II***

SHIELDS

SHIELD TYPE: **RDS2** SHIELD POINT RATIO: **2/1** MAXIMUM SHIELD POWER: **2**

DAMAGE CHART: **C**

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Shield Points Available												

TURN #1

AFT					
F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #2

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #3

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #4

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #5

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #6

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #7

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #8

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #9

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #10

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #11

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #12

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4
	#5	#6	#7	#8
	#9	#10	#11	#12

SYSTEMS REPAIR STATUS

HITS	1ST 1-8	2ND 1-6	3RD 1-4	4TH 1-2	5TH OUT
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7						

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70% + NO FIRING

CREW: **78**

PERCENT CASUALTIES TRACK

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	00				

DAMAGE CONTROL PANEL

Romulan Prey Seeker Class IV-V Scout ***Type III***

SHIELDS

SHIELD TYPE: **RDS2** SHIELD POINT RATIO: **2/1** MAXIMUM SHIELD POWER: **2**

DAMAGE CHART: **C**

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Shield Points Available												

TURN #1

AFT					
F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #2

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #3

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #4

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #5

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #6

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #7

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #8

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #9

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #10

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #11

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

TURN #12

F/P #1	FWD #2	F/S #3	S/A #4	AFT #5	P/A #6
1 1 1	1 1 1	1 1 1	1 1 1	1 1 1	1 1 1
2 2 2	2 2 2	2 2 2	2 2 2	2 2 2	2 2 2

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4
	#5	#6	#7	#8
	#9	#10	#11	#12

SYSTEMS REPAIR STATUS

HITS	1ST 1-8	2ND 1-6	3RD 1-4	4TH 1-2	5TH OUT
SENSORS					
SHIELD #1					
#2					
#3					
#4					
#5					
#6					
ENGINEERING GRIDS SHIELDS					
WEAPONS					
MANEUVER					

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8					

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70% + NO FIRING

CREW: **81**

PERCENT CASUALTIES TRACK

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	00				