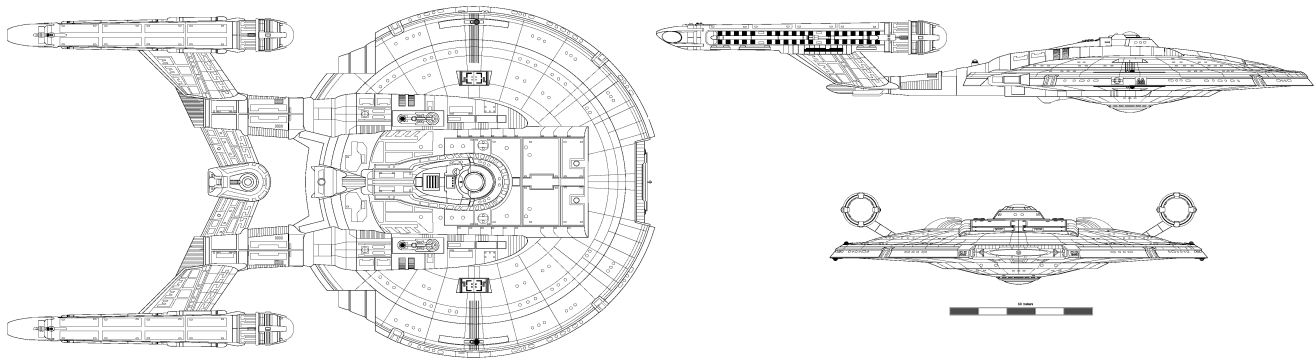


# Star Trek Enterprise NX Class VI Cruiser



## CONSTRUCTION DATA:

Class:	VI	VI	VI
Model Number:	MK I	MK II	MK III
Date Entering Service	2151	2154	2156
Number Constructed	1	3	3

## HULL DATA

Superstructure:	10	13	13
Damage Chart:	C	C	C
Dimensions:			
Length:	225m	225m	225m
Width:	136m	136m	136m
Height:	34m	34m	34m
Weight:	68000 mt	73500 mt	78500 mt
Cargo Specs			
Total SCU:	90 SCU	100 SCU	100 SCU
Cargo Capacity:	4060 mt	4900 mt	4900 mt
Landing Capacity:	NO	NO	NO

## EQUIPMENT DATA

Computer Type:	J1	J1	J1
Cloaking Device/ECM:	None	None	None
Power to Engage:			
Transporters-			
6-person:	1	1	1
20-person Combat:	0	0	1
22-person Emergency:	0	0	0
Cargo	0	0	0

## OTHER DATA

Crew:	85	85	85
Passengers:	10	10	10
Troops:	20	20	20
Shuttlecraft-	2	2	2

## ENGINE AND POWER -

Total Power Available:	24	26	28
Movement Point Ratio:	5/1	5/1	4/1
Warp Engine Type:	EFTL-5	EFTL-5a	EFFTL-1
Number:	2	2	2
Power Units:	20	22	24
Stress Chart:	P/Q	P/Q	O/P
Max Safe Cruising Speed:	3	3	3
Emergency Speed:	5	5	5
Impulse Engine Type:	EFIC-2	EFIC-2	EFIC-2
Number:	2	2	2
Power Units:	4	4	4

## WEAPONS/DEFENSE

Beam Weapon:	EPLC-4	EPHC-2	EPHC-2
Firing Arcs:	2FP,2FS	1F/P,1F/S,1A	1P,2F,1S,1A
Firing Chart:	C	F	F
Maximum Power:	1	2	2
Damage Modifiers			
+3			
+2			
+1		(1 - 4)	(1 - 4)

Torpedo Type:	ET-4	EPT-3	EPT-3
Firing Arcs:	4F,1A	4F,1A	4F,1A
Firing Chart:	A	D	D
Power To Arm:	1	1	1
Damage:	2	3	3

## Shields-

Shield Type:	EFHP-2	EFHP-3	EFHP-4
Shield Point Ratio:	2/1	2/1	2/1
Maximum Shield:	2	3	4

## Combat Efficiency

	0.6	1.3	1.9
D-	20.7	26.7	29.5
WDF-	2.8	5.0	6.5

## NOTES:

The NX program was the culmination of 30 years of research, creating Earth's first warp 5 capable starship. The class ship, the NX-01 Enterprise, under the command of Capt. Jonathan Archer, set the standard for all future Earth, and later, Starfleet cruisers. Launched in 2151, the Enterprise logged more first contacts in its first 3 years than all other starships before it combined. It's scientific and diplomatic achievements makes the NX-01 one of the most celebrated ships in history. The monumental achievements did not come without its share of monumental difficulties. Rushed into service to return a Klingon national, the Enterprise left spacedock sorely under prepared in terms of offensive and defensive capabilities. Targeting issues with its standard torpedo system and the ineffectiveness of its plasma cannons threatened the mission of the Enterprise on more than one occasion. A chance encounter with a previously unknown aggressive species convinced Captain Archer to upgrade the onboard plasma cannons to the experimental phase cannons without returning to spacedock.

The Xindi attack in 2153 ultimately did force the Enterprise to return to Earth. Learning from the Enterprise's encounters, Starfleet engineers began construction of the NX-02, the Columbia, slated to mount the latest in phase cannon, plating, and photonic torpedo technology. Along with the better weapons and plating, the NX MKII sported reinforcements in the hull and housing for up to 20 MACO's and their equipment. At the time of the Xindi attack, the Columbia was not close enough to completion to send into the Expanse to locate the Xindi and their weapon. It was decided to upgrade the Enterprise and send it on that mission. The Enterprise's mission proved to be the most gruelling test of the ship's design and meddle of its crew. Over the next year, the ship took unbelievable punishment in defeating the Xindi, reinforcing the NX class its place in history.

By 2156, the threat of hostilities with the Romulans brought about the need to upgrade the class once again. With the help of Earth's allies, the Vulcans who offered more efficient warp technology and the Andorians who enhanced the existing hull plating, the NX class was gearing for war. The MK III, along with offensive and defensive enhancements, also mounted 3 pairs of phase cannons around its primary hull, setting the design standard for most Earth and later Federation design for centuries. Because of the excessive amount of resources required to build the NX in its day, only 7 were constructed. By 2156, all 7 were converted to MK IIIs. In 2161, the class was retired; the Enterprise was sent to the starfleet museum where it remains today, the Columbia was destroyed in action against the Romulans, and the remaining 5 were converted to the Columbia class.

Design by Doug Drexler, et al, Paramount/CBS  
 Re-draw by Joe Homoki www.ufc465537.scificities.com  
 Special thanks to Lee Wood @ Morena Shipyards, for chartless system  
 Special thanks to Bryan Jecko @ tacticalstarshipcombat.com and  
 FasaStarTrekUniverse et al. for formulas and formats  
 Special thanks to Wikipedia Memory Alpha and Memory Beta  
 Special thanks to Ex Astris Scientia  
 Special thanks to Steve Bacon @ Vintage Starships  
 Special thanks to Owen Oulton @ forum.trek-rpg.net and Memory Icon







# DAMAGE CONTROL PANEL

Star Trek Enterprise NX Class VI Cruiser **MK I**

SHIELDS

SHIELD TYPE: **EFHP-2**

SHIELD POINT RATIO: **2/1**

MAXIMUM SHIELD POWER: **2**

TURN

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

Shield Points Available

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

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

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

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

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

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

TURN #7	FWD	F/S	S/A	AFT	P/A
F/P #1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2

TURN #8	FWD	F/S	S/A	AFT	P/A
F/P #1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2

TURN #9	FWD	F/S	S/A	AFT	P/A
F/P #1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2

TURN #10	FWD	F/S	S/A	AFT	P/A
F/P #1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2

TURN #11	FWD	F/S	S/A	AFT	P/A
F/P #1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2

TURN #12	FWD	F/S	S/A	AFT	P/A
F/P #1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2

DAMAGE CHART: **C**

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4

SYSTEMS REPAIR STATUS

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

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -5 -50%	70% + NO FIRING
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CREW: **85**

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

Star Trek Enterprise NX Class VI Cruiser

MK II

## SHIELDS

SHIELD TYPE: EFHP-3

SHIELD POINT RATIO: 2/1

MAXIMUM SHIELD POWER: 3

TURN

#1

#2

#3

#4

#5

#6

#7

#8

#9

#10

#11

#12

Shield Points Available

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DAMAGE CHART: **C**

DAMAGE POINT RECORD


SYSTEMS REPAIR STATUS

HITS	1ST	2ND	3RD	4TH	5TH
1-8	1-6	1-4	1-2	OUT	

SENSORS

--	--	--	--	--

SHIELD

--	--	--	--	--	--

#1

--	--	--	--	--	--

#2

--	--	--	--	--	--

#3

--	--	--	--	--	--

#4

--	--	--	--	--	--

#5

--	--	--	--	--	--

#6

--	--	--	--	--	--

ENGINEERING GRIDS

--	--	--	--	--	--

SHIELDS

--	--	--	--	--	--

WEAPONS

--	--	--	--	--	--

MANUEVER

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SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13

CASUALTY MODIFIER TRACK

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

CREW: 85

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				

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

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

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

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

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

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

TURN #7	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#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
3 3 3	3 3 3	3 3 3	3 3 3	3 3 3	3 3 3

TURN #8	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#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
3 3 3	3 3 3	3 3 3	3 3 3	3 3 3	3 3 3

TURN #9	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#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
3 3 3	3 3 3	3 3 3	3 3 3	3 3 3	3 3 3

TURN #10	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#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
3 3 3	3 3 3	3 3 3	3 3 3	3 3 3	3 3 3

TURN #11	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#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
3 3 3	3 3 3	3 3 3	3 3 3	3 3 3	3 3 3

TURN #12	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#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
3 3 3	3 3 3	3 3 3	3 3 3	3 3 3	3 3 3

# DAMAGE CONTROL PANEL

Star Trek Enterprise NX Class VI Cruiser **MK III**

## SHIELDS

SHIELD TYPE: **EFHP-4**

SHIELD POINT RATIO: **2/1**

MAXIMUM SHIELD POWER: **4**

TURN

#1

#2

#3

#4

#5

#6

#7

#8

#9

#10

#11

#12

Shield Points Available

--	--	--	--	--	--	--	--	--	--	--	--

## DAMAGE CHART: **C**

DAMAGE POINT RECORD

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

## SYSTEMS REPAIR STATUS

HITS 1ST 2ND 3RD 4TH 5TH  
1-8 1-6 1-4 1-2 OUT  
SENSORS

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## SHIELD

#1					
#2					
#3					
#4					
#5					
#6					

## ENGINEERING GRIDS

SHIELDS

## WEAPONS

MANUEVER

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## SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13

## CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1	40-59% -2	60-69% -5	70% + NO FIRING
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CREW: **85**

## 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				

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

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

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

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

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

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

TURN #7	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2
3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3
4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4

TURN #8	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2
3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3
4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4

TURN #9	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2
3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3
4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4

TURN #10	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2
3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3
4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4

TURN #11	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2
3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3
4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4

TURN #12	FWD	F/S	S/A	AFT	P/A
#1	#2	#3	#4	#5	#6
1 1 1 1	1 1 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 2 2	2 2 2 2
3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3	3 3 3 3
4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4	4 4 4 4