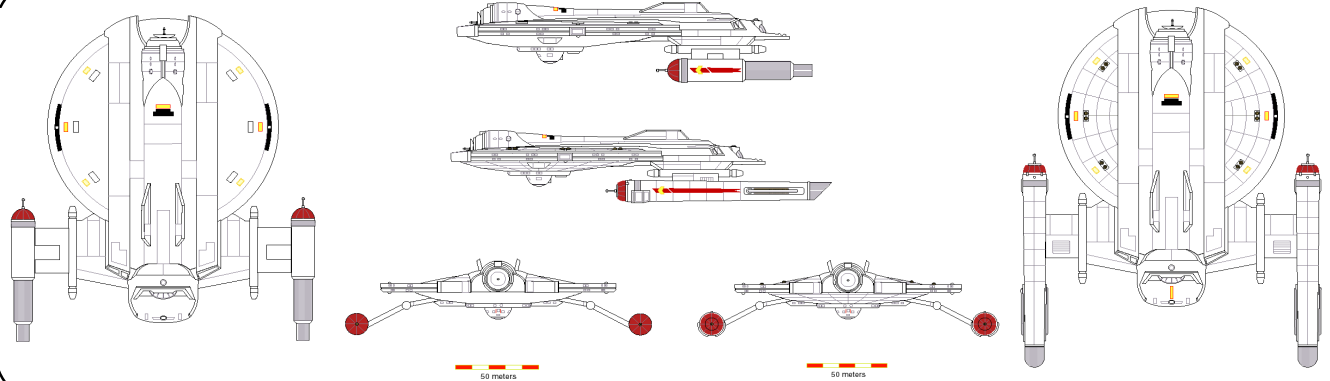


# Star Trek Pre-TOS Walker Class VII-VIII Light Cruiser



## CONSTRUCTION DATA:

Class:	VII	VIII	VIII
Model Number:	MK I	MK II	MKIII
Date Entering Service	2195	2220	2254
Number Constructed	40	32	25
<b>HULL DATA</b>			
Superstructure:	17	27	27
Damage Chart:	C	C	C
Dimensions:			
Length:	213m	240m	240m
Width:	186m	187m	187m
Height:	48m	50m	50m
Weight:	99033 mt	119545 mt	116045 mt
Cargo Specs			
Total SCU:	300 SCU	360 SCU	350 SCU
Cargo Capacity:	14880 mt	17790 mt	17290 mt
Landing Capacity:	NO	NO	NO

## EQUIPMENT DATA

Computer Type:	L-3	L-4	M-1
Cloaking Device/ECM:			
Power to Engage:			
Transporters-			
6-person:	2	2	2
20-person Combat:	0	0	0
22-person Emergency:	3	3	3
Cargo	3	3	3

## OTHER DATA

Crew:	330	398	387
Passengers:	20	20	20
Troops:			
Shuttlecraft-	7	8	7

## ENGINE AND POWER -

Total Power Available:	35	38	38
Movement Point Ratio:	4/1	3/1	3/1
Warp Engine Type:			
Number:	2	2	2
Power Units:	32	30	30
Stress Chart:	M/O	O/M	O/M
Max Safe Cruising Speed:	3	3	3
Emergency Speed:	4	5	5
Impulse Engine Type:			
Number:	1	1	1
Power Units:	3	8	8

## WEAPONS/DEFENSE

Beam Weapon:			
	FEL-5	FL-3	FH-1
			2FP,2FS,2P,
Firing Arcs:	1FP,1FS,1P, 1S,1PA,1SA	1FP,1FS,1P, 1S,1PA,1SA	2S,2PA,2SA IN 6 BANKS
Firing Chart:	G	G	F
Maximum Power:	2	2	2
Damage Modifiers			
+3			
+2			
+1	(1 - 4)	(1 - 4)	

Torpedo Type:	FT-3	FAC-3	FP-1
Firing Arcs:	2F	2F	2F
Firing Chart:	G	H	L
Power To Arm:	2	3	1
Damage:	10	12	10

## Shields-

Shield Type:	FDS-4	FDS-5	FSD
Shield Point Ratio:	2/1	2/1	1/2
Maximum Shield:	6	6	6

## Combat Efficiency

	3.8	6.8	12.4
D-	39.2	56.3	83.8
WDF-	9.7	12.0	14.8

## NOTES:

With the Romulan War still fresh amongst Starfleet's hierarchy, the need to rebuild the fleet and return to the initial goal of exploring the galaxy, culminated into the creation of the Walker class.

The class, named after 20th century test pilot John A. Walker, was designed to survive altercations with the known aggressive races of the day, specifically the Romulans, and conduct long term scientific missions into the frontier areas of the known galaxy.

Taking lessons from the successful NX and Columbia class exploration cruisers, the Walker class had the distinctive pontoon style structure under which the primary saucer was attached. Another distinctive feature was the underslung bridge module which was intended to not only provide more protection but would allow the bridge specialists to directly see planetary bodies while in orbit. A smaller secondary hull was added just aft of the saucer where the hangar and scientific areas were located.

Designing a military vessel with scientific mission parameters forced some difficult compromises. To provide power for all the weapons systems, speed had to be sacrificed, limiting exploratory missions length and range. In 2220, ships returning from extended missions were put in for refit. Engine upgrades provided for marked improved maneuverability, but only marginal increase in overall speed. Updated weapons and computers were included in the refit to maintain fleet consistency. As the Walker class entered the 2240's they were slowly being phased out in lieu of the new Anton class cruisers.

When hostilities broke out with the Klingon Empire in 2250, leading to the Four Years War, the venerable ships were reinstated as support for front line ships and convoy escorts. The Walkers were upgraded with first generation M class computers, phasers, and photon torpedoes to help keep pace with newer Federation ships against the Klingons. Although a more efficient shield generator was installed, it couldn't provide more protection and the Walker class ships were often severely damaged in extended engagements.

After the war, the remaining Walker class ships were assigned to reserve fleets or scrapped, ending nearly 70 years of continued service.

Original design by John Eaves, et al, Paramount/CBS

Re-draw by Joe Homok [www.ufc465537.scificities.com](http://www.ufc465537.scificities.com)

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# DAMAGE CONTROL PANEL

Star Trek Pre-TOS Walker Class VII-VIII Light Cruiser

MK I

SHIELDS

SHIELD TYPE: FDS-4

SHIELD POINT RATIO: 2/1

MAXIMUM SHIELD POWER: 6

TURN

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

Shield Points Available

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TURN #1	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #2	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #3	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #4	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #5	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #6	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #7	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #8	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #9	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #10	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #11	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

TURN #12	F/P	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
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
4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4	4/4/4
5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5	5/5/5
6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6	6/6/6

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


SHIELD

#1

#2

#3

#4

#5

#6

ENGINEERING GRIDS

SHIELDS

WEAPONS

MANUEVER

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17									

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -10%	40-59% -20%	60-69% -50%	70% + NO FIRING
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CREW: 330

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 Pre-TOS Walker Class VII-VIII Light Cruiser

MK II

SHIELDS

SHIELD TYPE: FDS-5

SHIELD POINT RATIO: 2/1

MAXIMUM SHIELD POWER: 6

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	F/P #2	F/P #3	F/P #4	F/P #5	F/P #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
4 4 4	4 4 4	4 4 4	4 4 4	4 4 4	4 4 4
5 5 5	5 5 5	5 5 5	5 5 5	5 5 5	5 5 5
6 6 6	6 6 6	6 6 6	6 6 6	6 6 6	6 6 6

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

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

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

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

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

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

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

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

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

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

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

DAMAGE CHART: **C**

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4

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


MANEUVER


SUPERSTRUCTURE DAMAGE 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												

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -10%	40-59% -20%	60-69% -50%	70% + NO FIRING
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CREW: 398

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 Pre-TOS Walker Class VII-VIII Light Cruiser

MKIII

SHIELDS

SHIELD TYPE: **FSD**

SHIELD POINT RATIO: **1/2**

MAXIMUM SHIELD POWER: **6**

DAMAGE CHART: **C**

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	F/P #2	F/P #3	F/P #4	F/P #5	F/P #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
4 4 4	4 4 4	4 4 4	4 4 4	4 4 4	4 4 4
5 5 5	5 5 5	5 5 5	5 5 5	5 5 5	5 5 5
6 6 6	6 6 6	6 6 6	6 6 6	6 6 6	6 6 6

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

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

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

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

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

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

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

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

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

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

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

DAMAGE POINT RECORD

TURN	#1	#2	#3	#4

SYSTEMS REPAIR STATUS

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

SUPERSTRUCTURE DAMAGE 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												

CASUALTY MODIFIER TRACK

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

CREW: **387**

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				