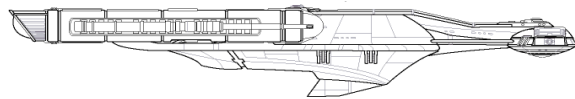
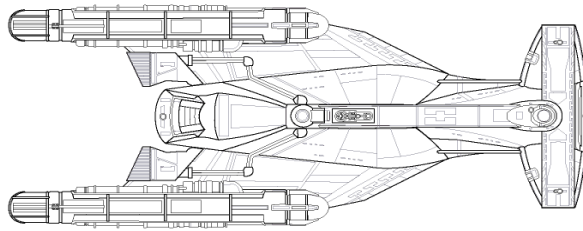


# Star Trek Enterprise Marshall Class IV Destroyer



50 meters

## CONSTRUCTION DATA:

Class:	IV	IV	IV
Model Number:	MK I	MK II	MK III
Date Entering Service	2154	2156	2159
Number Constructed	15	38	45

## HULL DATA

Superstructure:	9	10	10
Damage Chart:	C	C	C
Dimensions:			
Length:	230m	230m	230m
Width:	101m	101m	101m
Height:	38m	38m	38m
Weight:	32250 mt	34925 mt	36745 mt
Cargo Specs			
Total SCU:	60 SCU	60 SCU	70 SCU
Cargo Capacity:	2670 mt	2870 mt	3220 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:			
22-person Emergency:			
Cargo			

## OTHER DATA

Crew:	58	62	66
Passengers:	5	5	
Troops:			10
Shuttlecraft-	2	2	2

## ENGINE AND POWER -

Total Power Available:	20	22	22
Movement Point Ratio:	3/1	3/1	3/1
Warp Engine Type:	EFTL-3a	EFTL-4	EFTL-4
Number:	2	2	2
Power Units:	16	18	18
Stress Chart:	Q/R	Q/R	Q/R
Max Safe Cruising Speed:	2	2	2
Emergency Speed:	3	4	4
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-1	EPHC-2
Firing Arcs:	1F/P,1F/S,1A	2F/P,2F/S	2F/P,2F/S
Firing Chart:	C	E	F
Maximum Power:	1	1	2
Damage Modifiers			
+3			
+2			
+1		(1 - 4)	(1 - 4)

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

## Shields-

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

## Combat Efficiency

	0.2	0.6	1.0
D-	22.1	24.0	24.0
WDF-	1.0	2.6	4.0

## NOTES:

The Marshall class originated as one of the prototype designs for the warp 5 project. Unfortunately, a flaw in the spaceframe caused the vessel to rupture at speeds greater than warp 4 in computer simulations. Several attempts to rectify the problem failed and ultimately the design was rejected and abandoned.

However, early in 2154, growing concern over the threat of both the Klingons and the Romulans brought about a reallocation for the Marshall class. Already passed the design stage and economical to produce in quantity, Starfleet approved the construction of the ship to serve in a support destroyer capacity.

In 2155, the Marshall class destroyer USS Patton retained the unfortunate distinction as being one of the first ships destroyed in the Romulan War. As the war escalated, more ships were authorized. Although limited by speed, it made up for in battle readiness, surpassing other ships of its class and rivaling light cruisers.

Even with a questionable spaceframe at higher speeds, the design was so well regarded by the Earth allies that hulls were requested without armaments and drives. The Andorians had a particular fondness for the design, often assigning the vessels to critical missions deep into enemy territory.

As a sign of respect to his ship and its crew, Admiral Alex Hamilton, when promoted, remained on his Marshall class ship, the USS Hannibal, and used it as his taskforce flagship. The Hannibal, under Hamilton, successfully fought in many of the final battles of the Romulan War in 2160.

After the war, the Marshall class remained in steady service, monitoring both the Romulan and Klingon borders. Because of budgetary constraints, design snafus, and a touch of irony, the battle tested and crewed honored class that was summarily rejected stayed in active service until 2224- longer than any vessel up to that point in history.

Original design by Stan & Fred Goldstein, Illustration by Rick Sternbach, Spaceflight Chronology.

Redraw by Joe Homoki [www.ufc465537.scificities.com](http://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

Version 2 - 5/10/16 Scaled back to better reflect era.







# DAMAGE CONTROL PANEL

Star Trek Enterprise Marshall Class IV Destroyer

MK I

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

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

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

--	--	--	--	--

WEAPONS

--	--	--	--	--

MANUEVER

--	--	--	--	--

SUPERSTRUCTURE DAMAGE TRACK

1	2	3	4	5	6	7	8	9		

CASUALTY MODIFIER TRACK

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

CREW: 57.6

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

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

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

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

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

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

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

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

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

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

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

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

# DAMAGE CONTROL PANEL

Star Trek Enterprise Marshall Class IV Destroyer

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

DAMAGE CHART: **C**

DAMAGE POINT RECORD

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

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

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

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

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

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

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

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

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

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

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

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

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

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

CASUALTY MODIFIER TRACK

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

CREW: 62

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 Marshall Class IV Destroyer

MK III

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

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 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

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 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

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 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

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 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

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 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

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 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

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 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

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 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

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 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

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 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

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 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

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 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

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					
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

CASUALTY MODIFIER TRACK

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

CREW: 66

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				