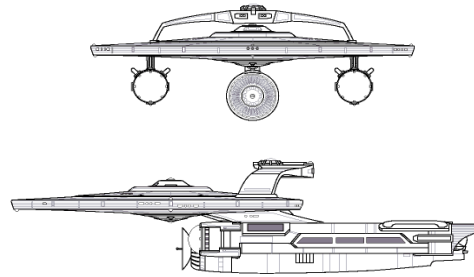
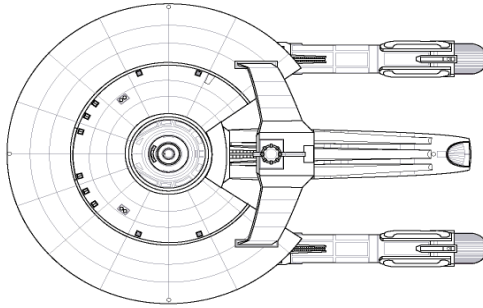


Star Trek Axanar Korolev Class VIII Hvy Cruiser



CONSTRUCTION DATA:

	VIII	VIII	VIII
Class:	VIII	VIII	VIII
Model Number:	MK I	MK II	MK III
Date Entering Service:	2200	2234	2245
Number Constructed:	12	16	18

HULL DATA

Superstructure:	15	15	16
Damage Chart:	C	C	C
Dimensions:			
Length:	179m	179m	179m
Width:	122m	122m	122m
Height:	47m	47m	47m
Weight:	116275 mt	117735 mt	119750 mt
Cargo Specs			
Total SCU:	190 SCU	190 SCU	210 SCU
Cargo Capacity:	9250 mt	9370 mt	10160 mt
Landing Capacity:	NO	NO	NO

EQUIPMENT DATA

Computer Type:	L3	L3	L3
Cloaking Device/ECM:	None	None	None
Power to Engage:			
Transporters-			
6-person:	1	1	1
20-person Combat:	0	0	2
22-person Emergency:	2	2	2
Cargo:	2	2	2

OTHER DATA

Crew:	208	210	214
Passengers:	10	10	
Troops:			25
Shuttlecraft-	3	3	6

ENGINE AND POWER -

Total Power Available:	31	32	32
Movement Point Ratio:	5/1	5/1	4/1
Warp Engine Type:	FWDR-5	FWDR-5	FWDR-6
Number:	2	2	2
Power Units:	28	28	28
Stress Chart:	Q/O	Q/O	P/O
Max Safe Cruising Speed:	4	4	5
Emergency Speed:	5	5	6
Impulse Engine Type:	FIMP-3	FIMP-4	FIMP-4
Number:	1	1	1
Power Units:	3	4	4

WEAPONS/DEFENSE

Beam Weapon:	FPHC-3b	FPHC-4b	FPHC-4b
Firing Arcs:	2FP,2FS	2FP,2FS	2FP,2FS
Firing Chart:	I	J	J
Maximum Power:	3	4	4
Damage Modifiers			
+3			
+2	(1 - 4)	(1 - 3)	(1 - 3)
+1	(5 - 9)	(4 - 7)	(4 - 7)
Beam Weapon:	FPLC-1a	FPLC-1a	FPLC-1a
Firing Arcs:	3FP,3FS	3FP,3FS	3FP,3FS
Firing Chart:	D	D	D
Maximum Power:	1	1	1
Damage Modifiers			
+3			
+2			
+1			

Torpedo Type:	FPT-205	FPT-206	FPT-208
Firing Arcs:	2F,1A	2F,1A	2F,1A
Firing Chart:	E	G	F
Power To Arm:	2	2	2
Damage:	5	6	8
Shields-			
Shield Type:	FSH1106	FSH1108	FSH1206
Shield Point Ratio:	1/1	1/1	1/2
Maximum Shield:	6	8	6
Combat Efficiency	4.2	6.1	8.6
D-	39.4	42.5	55.3
WDF-	10.8	14.4	15.6

NOTES:

Original CGI design by Tobias Richter
 Re-draw by Joe Hornoki 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 Treyards @ www.treyards.com
 Special thanks to Wikipedia Memory Alpha and Memory Beta
 Version 2 - 7/6/16.

MASTER CONTROL PANEL

Race
 Vessel Class **Star Trek Axanar Korolev Class VIII Hvy Cruiser** Class **VIII**
 Vessel Name **Star Trek Axanar Korolev Class VIII Hvy Cruiser** Model **MK I**
 CE **4.2** Captain's Name
 D **39.4** Captain's Skill Rating
 WDF **10.8** Crew Efficiency Rating

ENGINEERING DISPLAY

WARP ENGINE TRACK

Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14
FWDR-5														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14

IMPULSE POWER TRACK

Type	1	2	3
FIMP-3			
	1	2	3

TURN TRACK

Total Power Units Available	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
31												
MPR	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
5/1												
Power To Shields	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Shield Point Ratio 1/1												
Power To Weapons	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power To Cloak	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power To Arm												
HELM DISPLAY	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Warp Speed												
Stress Charts												
Q/O												
Movement Points	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Sensors Status	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
	O D	O D	O D	O D	O D	O D	O D	O D	O D	O D	O D	O D
	L	L	L	L	L	L	L	L	L	L	L	L
Cloak Status	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON
	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

WEAPONS DISPLAY

Weapon Type	Firing Arcs	Firing Chart	Max Power	PTA	Damage	Damage Modifiers	+1
FPHC-3b	2FP,2FS	I	3			+3 +2	(5 - 9)
FPLC-1a	3FP,3FS	D	1	2	5	(1 - 4)	
FPT-205	2F,1A	E					

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

DAMAGE CONTROL PANEL

Star Trek Axanar Korolev Class VIII Hvy Cruiser

MK I

SHIELDS

SHIELD TYPE: **FSH1106**

SHIELD POINT RATIO: **1/1**

MAXIMUM SHIELD POWER: **6**

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	#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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 6 6 6

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
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
5 5 5 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 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					
MANUEVER					

SUPERSTRUCTURE DAMAGE TRACK

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

CASUALTY MODIFIER TRACK

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

CREW: **208**

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 Axanar Korolev Class VIII Hvy Cruiser

MK III

SHIELDS

SHIELD TYPE: FSH1206

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												

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
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	#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
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	#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
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	#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
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	#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
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	#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
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	#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
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	#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
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	#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
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	#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
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	#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
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	#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
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	#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				
SHIELD #2				
SHIELD #3				
SHIELD #4				
SHIELD #5				
SHIELD #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										

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

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				

CREW: 214