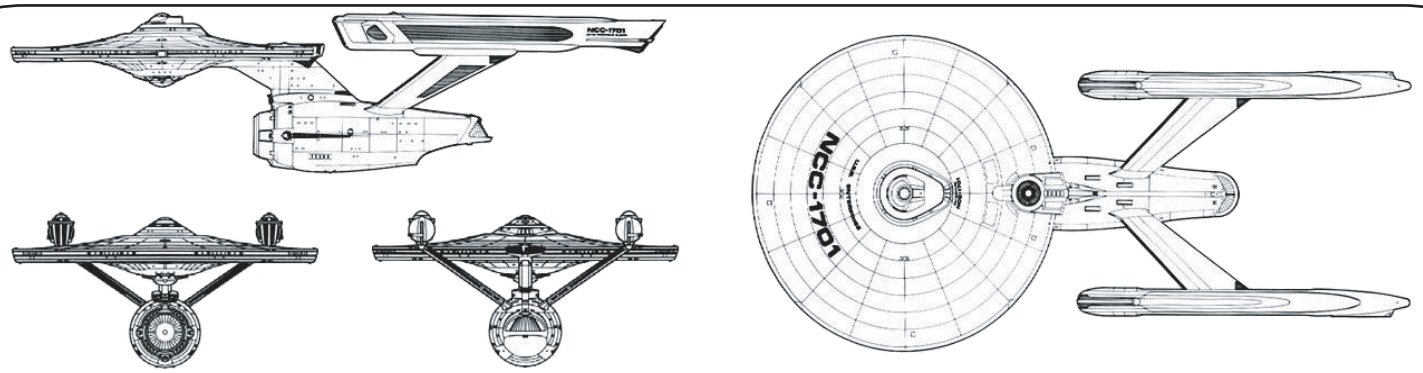


Classification:	Cruiser	Cruiser	Cruiser	Cruiser
Class:	XII	XII	XII	XII
Model:	Mk I	Mk II	Mk III	Mk IV
Class Comission Date:	2271	2273	2275	2284
Number Proposed:	26	19	10	-
Constructed:	19	17	10	-
Refit:	7	2	-	45
Lost:	1	-	-	-
Destroyed:	2	-	-	-
Scrapped:	-	-	-	-
Training:	1	-	-	-
Captured:	-	-	-	-
Sold:	-	-	-	-
Superstructure:	45	45	45	45
FASA Superstructure:	30	30	30	32
Damage Chart:	None	None	None	None
Dimensions:				
Length:	304.8m	304.8m	304.8m	304.8m
Width:	141.7m	141.7m	141.7m	141.7m
Height:	71.3m	71.3m	71.3m	71.3m
Displacement:	181275 mt	181363 mt	181363 mt	181273 mt
Cargo Specs				
Total SCU:	450 SCU	450 SCU	450 SCU	450 SCU
Cargo Capacity:	22500 mt	22500 mt	22500 mt	22500 mt
Computer Type:	M-6A	M-6A	M-6A	M-6A
Landing Capacity:	None	None	None	None
Cloaking Device/ECM:	None	None	None	None
Power to Engage:	-	-	-	-
Transporters-				
6-person:	4	4	4	4
20-person Combat:	-	-	-	-
22-person Emergency:	4	6	6	6
cargo:	2	2	2	2
Shuttlecraft:	12	12	12	12
Ships Complement:	412	416	416	416
Officers:	82	83	83	83
Enlisted:	330	333	333	333
Troops:	-	-	-	-
Passengers:	60	60	60	60
ENGINEERING-				
Total Power Available:	60	64	68	76
Movement Point Ratio:	4/1	4/1	4/1	4/1
Warp Engine Type:	FWG-1	FWG-1	FWG-1	FWG-1
Number:	2	2	2	2
Power Units:	26	26	26	26
Stress Chart:	C/D	C/D	C/D	C/D
Max Safe Speed:	Warp 8	Warp 8	Warp 8	Warp 8
Emergency Speed:	Warp 10	Warp 10	Warp 10	Warp 10
Impulse Engine Type:	FIE-2	FIF-1	FIF-2	FIG-1
Power Units:	8	12	16	24
WEAPONS/DEFENSE				
Beam Weapon:	FH-11	FH-11	FH-11	FH-11
Firing Arcs:	2F, 2P, 2S	2F, 2P, 2S	2F, 2P, 2S	2F, 2P, 2S
Firing Chart:	Y	Y	Y	Y
Maximum Power:	10	10	10	10
Damage Modifiers				
+3	(1-10)	(1-10)	(1-10)	(1-10)
+2	(11-17)	(11-17)	(11-17)	(11-17)
+1	(18-24)	(18-24)	(18-24)	(18-24)
Beam Weapon:	FH-9	FH-9	FH-9	FH-10A
Firing Arcs:	2p/s, 1APH, 1ASH	2p/s, 1APH, 1ASH	2p/s, 1APH, 1ASH	2p/s, 1APH, 1ASH
Firing Chart:	X	X	X	X
Maximum Power:	6	6	6	7
Damage Modifiers				
+3	N/A	N/A	N/A	(1-10)
+2	(1-12)	(1-12)	(1-12)	(11-17)
+1	(13-22)	(13-22)	(13-22)	(18-22)
Torpedo Type:	FP-4	FP-4	FP-4	FP-4
Firing Arcs:	2F	2F	2F	2F
Firing Chart:	S	S	S	S
Power To Arm:	1	1	1	1
Damage:	20	20	20	20
Stock:	50	50	50	50
Shields-				
Shield Type:	FSP	FSP	FSP	FSP
Shield Point Ratio:	1/4	1/4	1/4	1/4
Maximum Shield:	16	16	16	16
Combat Efficiency	195.1	199.6	206.4	230.9
D-	172.4	176.4	182.4	194.4
WDF-	113.2	113.2	113.2	118.8

NOTES:

In 2269, the Constitution Class cruiser Enterprise returned from its last 5-year mission under Capt James T. Kirk. She was publicly hailed as the Champion of the Federation and shortly afterwards the vessel began a scheduled overhaul that would lead to one of the most interesting conversion/modifications in recent history. What began as a scheduled overhaul of a Constitution Class cruiser turned into the Enterprise Class cruiser.

While in drydock for the upgrade to the Mk IV version of the Constitution Class, the Chief of Engineering, Commander Montgomery Scott, proposed that the vessel be fitted with FWG-1 warp engines, which would give the ship 33% more operating power and would increase its range. The proposal was endorsed and the vessel was fitted with the newer engines. Once the engines were tested, it was found that the mounts would not withstand the forces exerted by the higher speeds, and so new pylon assemblies were required. A new lower or secondary hull assembly was designed that not only supported the new engines but also incorporated several major changes in appearance.

The secondary hull was enlarged, giving room for larger shuttle bays, larger and more efficiently arranged engineering compartments and work stations, enlarged and improved research facilities, and an enclosed sensor array instead of the older-style extended dish. Furthermore, the photon torpedo bay was placed in the upper forward area. These changes also meant that the primary hull had to be replaced with a larger dish able to house the new fire-control, life support, and computer systems. The vessel's final appearance was so drastically changed that Star Fleet Command decided to make it a new class entirely.

The Enterprise Class ships are the most powerful in known space. Since their introduction in 2271, they have been the UFP's most effective deterrent to aggression. Their combat abilities are equaled by their capability to perform extensive research duties, and this makes them the most versatile of all vessels in service. Despite the dual capabilities, however, the class is being used more and more in its combat role due to the increased border activities of both the Klingon and Romulan Empires.

Like many ships, the Enterprise Class has been modified. The first modification was made to house the FIF-1 impulse drive system, giving the Mk II 7% more operating power. The Mk III, likely to replace both the Mk I and II, mounts the FIF-2 impulse drive system, giving 15% more power than the Mk I and 6% more power than the Mk II. Only two Mk Is are under construction; both are believed to be undergoing the modifications to Mk III.

The Enterprise Class cruisers are produced at the Sol III and Salazaar shipyards at a rate of 4 per year. The number under production varies and should only be used for reference.

STARSHIP AND CREW DATA

MODEL:	VESSEL NAME:	CAPTAIN'S NAME:
MK I		

CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D:	WDF:	CE:
		172.4	113.2	195.1

ENGINEERING DISPLAY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
TOTAL POWER UNITS AVAILABLE												
POWER TO MOVEMENT												
POWER TO SHIELDS												
POWER TO WEAPONS												

HELM DISPLAY

MOVEMENT POINT RATIO: 4/1	ENGINE STRESS CHART: D/F	WARP SPEED:	POWER TO CLOAK: N/A

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
MOVEMENT POINTS												
SENSOR STATUS												

SHIELD DISPLAY

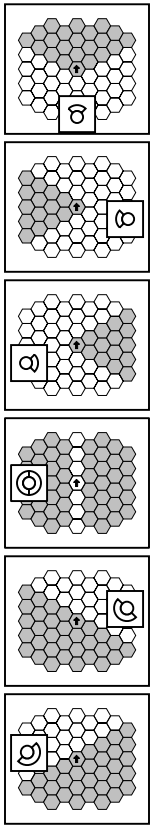
SHIELD POINT RATIO: 1/4	MAXIMUM SHIELD POWER: 16	

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

WEAPONS DISPLAY

WEAPON MOUNT #	TYPE	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
1	FH-11												
2	FH-11												
3	FH-11												
4	FH-11												
5	FH-11												
6	FH-11												
7	FH-9												
8	FH-9												
9	FH-9												
10	FH-9												
11	FP-4												
12	FP-4												

WEAPON SYSTEMS DATA



FH-11	FIRING CHART: Y
DAMAGE MODIFIERS: +3(1-10)	
+2(11-17)	MAXIMUM POWER: 10
+1(18-24)	

FH-9	FIRING CHART: X
DAMAGE MODIFIERS: +3(NONE)	
+2(1-12)	MAXIMUM POWER: 6
+1(13-22)	

FP-4	FIRING CHART: W
STOCK: 50	
POWER TO ARM: 1	DAMAGE: 20

PHOTON TORPEDO INVENTORY

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

DAMAGE CONTROL DISPLAY

SYSTEM HIT TRACK

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #6					INOP
SHIELD #7					INOP

ENGINEERING GRIDS

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP

SUPERSTRUCTURE

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						

DAMAGE CHART: C	CREW: 412

% 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	100

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -3 -50%	70%+ NO FIRING

PORT WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

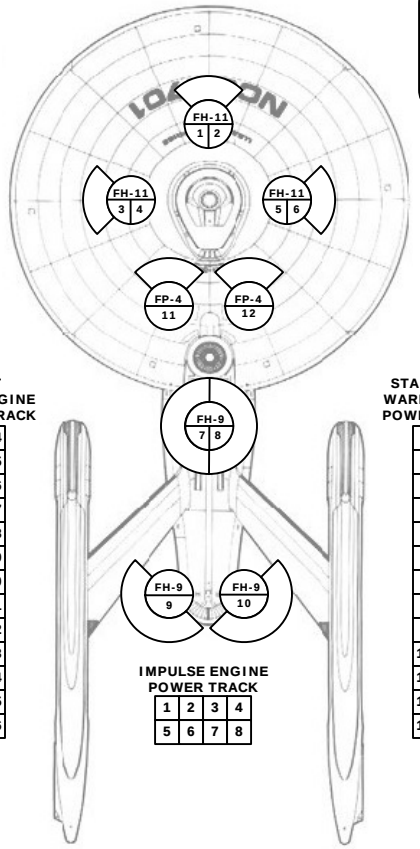
STARBOARD WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

IMPULSE ENGINE POWER TRACK

1	2	3	4
5	6	7	8

SHIELD DIAGRAM



NOTES:

STARSHIP AND CREW DATA

MODEL:	VESSEL NAME:	CAPTAIN'S NAME:
MK II		

CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D:	WDF:	CE:
		176.4	113.2	199.6

ENGINEERING DISPLAY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
TOTAL POWER UNITS AVAILABLE												
POWER TO MOVEMENT												
POWER TO SHIELDS												
POWER TO WEAPONS												

HELM DISPLAY

MOVEMENT POINT RATIO: 4/1	ENGINE STRESS CHART: D/F	WARP SPEED:	POWER TO CLOAK: N/A

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
MOVEMENT POINTS												
SENSOR STATUS												

SHIELD DISPLAY

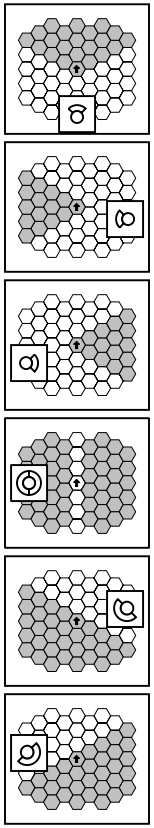
SHIELD POINT RATIO: 1/4	MAXIMUM SHIELD POWER: 16	

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

WEAPONS DISPLAY

WEAPON MOUNT #	TYPE	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
1	FH-11												
2	FH-11												
3	FH-11												
4	FH-11												
5	FH-11												
6	FH-11												
7	FH-9												
8	FH-9												
9	FH-9												
10	FH-9												
11	FP-4												
12	FP-4												

WEAPON SYSTEMS DATA



FH-11		FIRING CHART: Y
DAMAGE MODIFIERS	+3(1-10)	
	+2(11-17)	MAXIMUM POWER: 10
	+1(18-24)	

FH-9		FIRING CHART: X
DAMAGE MODIFIERS	+3(NONE)	
	+2(1-12)	MAXIMUM POWER: 6
	+1(13-22)	

FP-4		FIRING CHART: W
STOCK: 50		
POWER TO ARM: 1		DAMAGE: 20

PHOTON TORPEDO INVENTORY

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

DAMAGE CONTROL DISPLAY

SYSTEM HIT TRACK

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #6					INOP
SHIELD #7					INOP

ENGINEERING GRIDS

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP

SUPERSTRUCTURE

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						

DAMAGE CHART: C	CREW: 416

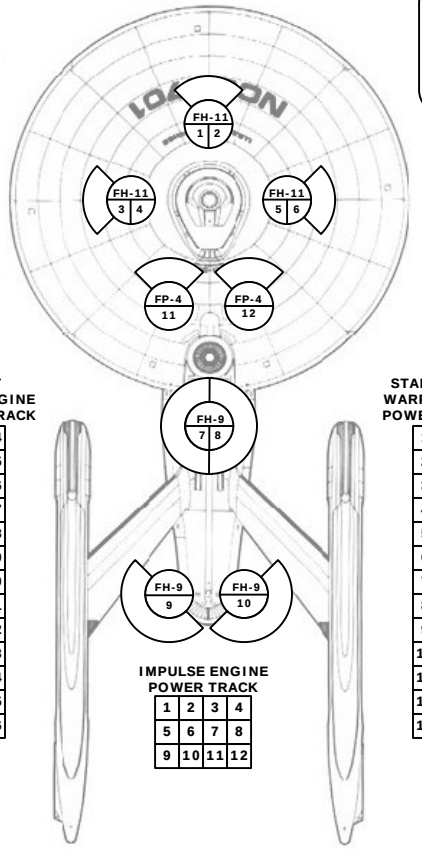
% CASUALTIES TRACK

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	100

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -3 -50%	70%+ NO FIRING

SHIELD DIAGRAM



PORT WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

STARBOARD WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

IMPULSE ENGINE POWER TRACK

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

NOTES:

STARSHIP AND CREW DATA

MODEL: MK III	VESSEL NAME:	CAPTAIN'S NAME:

CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 182.4	WDF: 113.2	CE: 206.4

ENGINEERING DISPLAY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
TOTAL POWER UNITS AVAILABLE												
POWER TO MOVEMENT												
POWER TO SHIELDS												
POWER TO WEAPONS												

HELM DISPLAY

MOVEMENT POINT RATIO: 4/1	ENGINE STRESS CHART: D/F	WARP SPEED:	POWER TO CLOAK: N/A

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
MOVEMENT POINTS												
SENSOR STATUS												

SHIELD DISPLAY

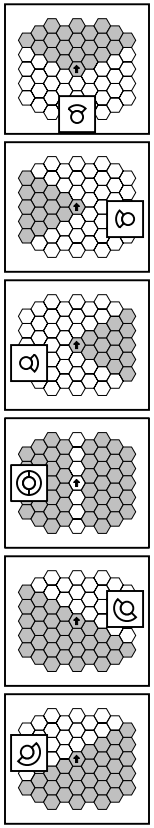
SHIELD POINT RATIO: 1/4	MAXIMUM SHIELD POWER: 16	

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

WEAPONS DISPLAY

WEAPON MOUNT #	TYPE	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
1	FH-11												
2	FH-11												
3	FH-11												
4	FH-11												
5	FH-11												
6	FH-11												
7	FH-9												
8	FH-9												
9	FH-9												
10	FH-9												
11	FP-4												
12	FP-4												

WEAPON SYSTEMS DATA



FH-11	FIRING CHART: Y
DAMAGE MODIFIERS: +3(1-10)	
+2(11-17)	MAXIMUM POWER: 10
+1(18-24)	

FH-9	FIRING CHART: X
DAMAGE MODIFIERS: +3(NONE)	
+2(1-12)	MAXIMUM POWER: 6
+1(13-22)	

FP-4	FIRING CHART: W
STOCK: 50	
POWER TO ARM: 1	DAMAGE: 20

PHOTON TORPEDO INVENTORY

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

DAMAGE CONTROL DISPLAY

SYSTEM HIT TRACK

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #6					INOP
SHIELD #7					INOP

ENGINEERING GRIDS

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP

SUPERSTRUCTURE

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						

DAMAGE CHART: C	CREW: 416

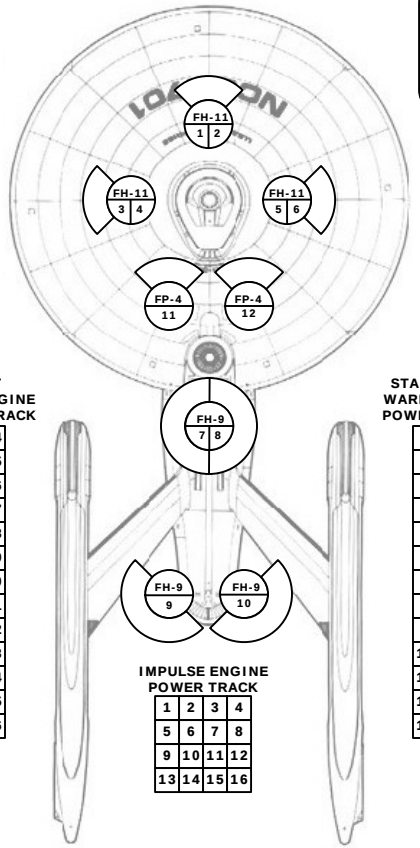
% CASUALTIES TRACK

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	100

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -3 -50%	70%+ NO FIRING

SHIELD DIAGRAM



PORT WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

STARBOARD WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

IMPULSE ENGINE POWER TRACK

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

NOTES:

STARSHIP AND CREW DATA

MODEL: MK IV	VESSEL NAME:	CAPTAIN'S NAME:

CAPTAIN'S SKILL RATING:	CREW EFFICIENCY RATING:	D: 194.4	WDF: 118.8	CE: 230.9

ENGINEERING DISPLAY

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
TOTAL POWER UNITS AVAILABLE												
POWER TO MOVEMENT												
POWER TO SHIELDS												
POWER TO WEAPONS												

HELM DISPLAY

MOVEMENT POINT RATIO: 4/1	ENGINE STRESS CHART: D/F	WARP SPEED:	POWER TO CLOAK: N/A

	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
MOVEMENT POINTS												
SENSOR STATUS												

SHIELD DISPLAY

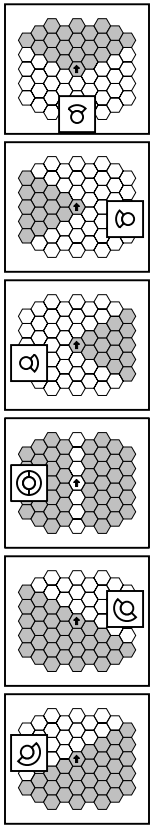
SHIELD POINT RATIO: 1/4	MAXIMUM SHIELD POWER: 16	

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

WEAPONS DISPLAY

WEAPON MOUNT #	TYPE	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TURN 11	TURN 12
1	FH-11												
2	FH-11												
3	FH-11												
4	FH-11												
5	FH-11												
6	FH-11												
7	FH-10A												
8	FH-10A												
9	FH-10A												
10	FH-10A												
11	FP-4												
12	FP-4												

WEAPON SYSTEMS DATA



FH-11	FIRING CHART: Y
DAMAGE MODIFIERS: +3(1-10)	
+2(11-17)	MAXIMUM POWER: 10
+1(18-24)	

FH-10A	FIRING CHART: X
DAMAGE MODIFIERS: +3(1-10)	
+2(11-17)	MAXIMUM POWER: 7
+1(18-22)	

FP-4	FIRING CHART: W
STOCK: 50	
POWER TO ARM: 1	DAMAGE: 20

PHOTON TORPEDO INVENTORY

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

DAMAGE CONTROL DISPLAY

SYSTEM HIT TRACK

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #6					INOP
SHIELD #7					INOP

ENGINEERING GRIDS

SYSTEM HIT	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP

SUPERSTRUCTURE

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						

DAMAGE CHART: C	CREW: 416

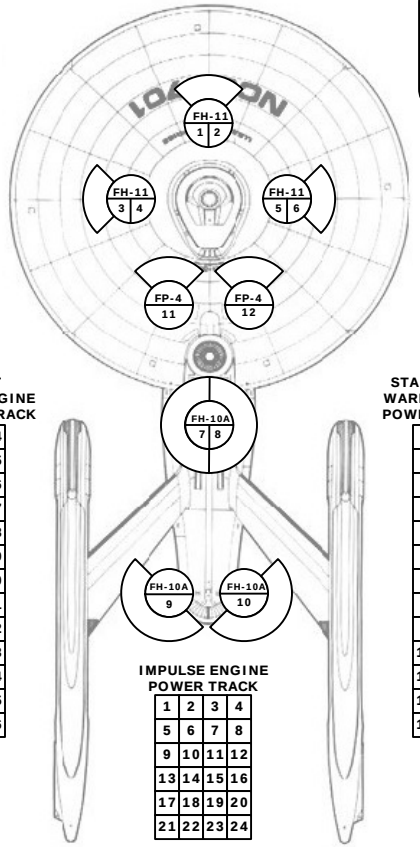
% CASUALTIES TRACK

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	100

CASUALTY MODIFIER TRACK

0-19% 0	20-39% -1 -10%	40-59% -2 -20%	60-69% -3 -50%	70%+ NO FIRING

SHIELD DIAGRAM



PORT WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

STARBOARD WARP ENGINE POWER TRACK

1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

IMPULSE ENGINE POWER 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

NOTES: