

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE **FSB** SHIELD POINT RATIO **1/2** 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

Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
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11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

TURN 2

Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

TURN 3

Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

TURN 4

Shield	1	2	3	4	5	6
1						
2						
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4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

TURN 5

Shield	1	2	3	4	5	6
1						
2						
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4						
5						
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7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

TURN 6

Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
8						
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10						
11						
12						
13						
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15						
16						
17						
18						
19						
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TURN 7

Shield	1	2	3	4	5	6
1						
2						
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4						
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7						
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11						
12						
13						
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16						
17						
18						
19						
20						

TURN 8

Shield	1	2	3	4	5	6
1						
2						
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5						
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7						
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16						
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18						
19						
20						

TURN 9

Shield	1	2	3	4	5	6
1						
2						
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4						
5						
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7						
8						
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10						
11						
12						
13						
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15						
16						
17						
18						
19						
20						

TURN 10

Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

TURN 11

Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
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15						
16						
17						
18						
19						
20						

TURN 12

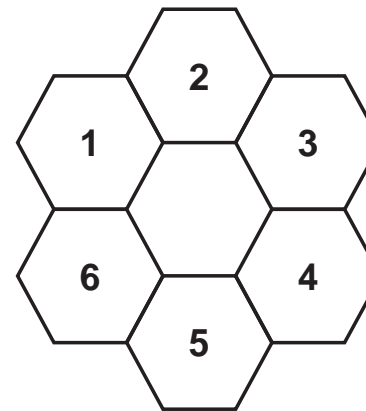
Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
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DAMAGE CHART A B C

DAMAGE POINT RECORD

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

SHIELD DIAGRAM



SYSTEM REPAIR STATUS

	1ST HIT	2ND HIT	3RD HIT	4TH HIT	5TH HIT
SENSORS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHIELD #1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
#6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ENGINEERING GRIDS					
SHIELDS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEAPONS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MANEUVER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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	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

CASUALTY MODIFIER TRACK

CREW 24

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

PERCENT CASUALTIES TRACK

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