



# DAMAGE CONTROL DISPLAY

## SHIELDS

SHIELD TYPE FSK SHIELD POINT RATIO 1/2 MAXIMUM SHIELD POWER 14

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

SHIELD POINTS AVAILABLE

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

TURN 1

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 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						
3						
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						
3						
4						
5						
6						
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						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

TURN 7

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 8

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 9

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 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						
14						
15						
16						
17						
18						
19						
20						

TURN 12

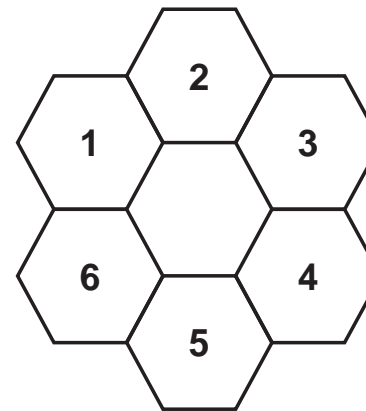
Shield	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						

## 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
<b>SENSORS</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHIELD #1	1-8	1-6	1-4	1-2	out
#2	1-8	1-6	1-4	1-2	out
#3	1-8	1-6	1-4	1-2	out
#4	1-8	1-6	1-4	1-2	out
#5	1-8	1-6	1-4	1-2	out
#6	1-8	1-6	1-4	1-2	out
<b>ENGINEERING GRIDS</b>					
SHIELDS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEAPONS	1-8	1-6	1-4	1-2	out
MANEUVER	1-8	1-6	1-4	1-2	out

### 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 388

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

### PERCENT CASUALTIES TRACK

1	2	3	4	5	6</
---	---	---	---	---	-----