MASTER CONTROL PANEL

Race **Federation**

Vessel Class **Crosby Mk I**

Vessel Name _____

D **76.2**

WDF **33.6**

Captain's Name _____

Captain's Skill Rating _____

Crew Skill Rating _____

ENGINEERING DISPLAY

Type **FIE-2**

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	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

Type **FWD-1**

WARP ENGINE PORT 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	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

Type **FWD-1**

WARP ENGINE STARBOARD 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	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Total Power Units Available	32											
Power to Movement (Movement Point Ratio 4/1)												
Power to Shields (Shield Point Ratio 1/2)												
Power to Weapons												
Power to Cloak (Points to Power _____)												

HELM DISPLAY

STRESS CHARTS

ENGINE: L SUPERSTRUCTURE: G WARP SPEED: _____

	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
MOVEMENT POINTS												
SENSOR STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

WEAPONS DISPLAY

Beam Type	FH-5	Missile Type	FP-1
Firing Chart	R	Firing Chart	L
Maximum Power	4	Power to Arm	1
Damage Modifiers	+3 (-) +2 (1-8) +1 (9-16)	Damage	10
Beam Type	-	Missile Type	-
Firing Chart	-	Firing Chart	-
Maximum Power	-	Power to Arm	-
Damage Modifiers	+3 - +2 - +1 -	Damage	-

Type	Firing Arc	TURN #1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
FH-5 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
FH-5 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
FH-5 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
FH-5 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
FH-5 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
FH-5 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
FP-1 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
FP-1 ☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												
☐OPER ☐DMGD ☐REPD ☐INOP	F P A S												

DAMAGE CONTROL DISPLAY

SHIELDS

Shield Type **FSH** Shield Point Ratio **1/2** Maximum Shield Power **11**

Turn	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Shield Points Available												

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

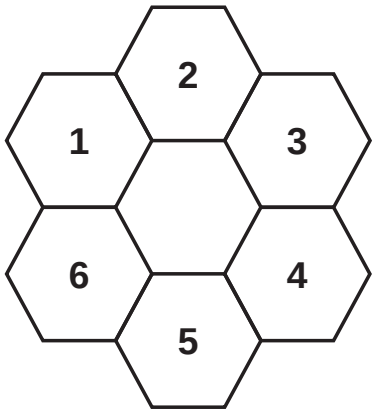
Forward 1 2 3 Aft 4 5 6

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	1-8	1-6	1-4	1-2	out
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
ENGINEERING GRIDS					
SHIELDS	1-8	1-6	1-4	1-2	out
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	50

CREW **388**

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	100