



# DAMAGE CONTROL DISPLAY

## SHIELDS

SHIELD TYPE OSI SHIELD POINT RATIO 1/3 MAXIMUM SHIELD POWER 8

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

SHIELD POINTS AVAILABLE

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TURN 1

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

TURN 2

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

TURN 3

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

TURN 4

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

TURN 5

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

TURN 6

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

TURN 7

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

TURN 8

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

TURN 9

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

TURN 10

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

TURN 11

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

TURN 12

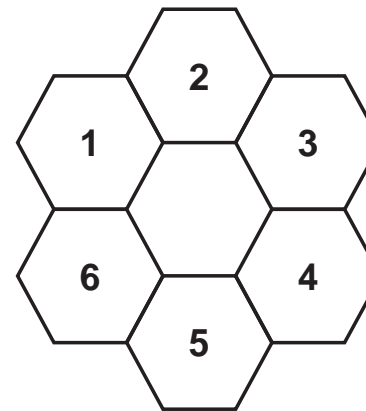
Shield 1		Forward		3		4		Aft		6	
1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	1	2	3	4
5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16	17	18	19	20

## 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
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 8

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	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