

MASTER CONTROL PANEL

Race **Orion**

Vessel Class **Wanderer B-1**

Vessel Name _____

Captain's Name _____

D **146**

Captain's Skill Rating _____

WDF **34.8**

Crew Skill Rating _____

ENGINEERING DISPLAY

Type **OIB-3**

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 **OWA-2**

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 **OWA-2**

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	37											

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power to Movement												
Movement Point Ratio	2/1											

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power to Shields												
Shield Point Ratio	1/4											

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Power to Cloak												
Points to Power												

HELM DISPLAY

STRESS CHARTS

ENGINE: **G** SUPERSTRUCTURE: **F** WARP SPEED: _____

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

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SENSOR STATUS	D	D	D	D	D	D	D	D	D	D	D	D
	O	L	O	L	O	L	O	L	O	L	O	L

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
CLOAK STATUS	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON
	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

WEAPONS DISPLAY

Beam Type **OD-5**

Missile Type **-**

Firing Chart **U**

Firing Chart **-**

Maximum Power **7**

Power to Arm **-**

Damage Modifiers +3 - +2 (1-10) +1 (11-20)

Damage **-**

Beam Type **-**

Missile Type **-**

Firing Chart **-**

Firing Chart **-**

Maximum Power **-**

Power to Arm **-**

Damage Modifiers +3 - +2 - +1 -

Damage **-**

		TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
Type OD-5	Firing Arc PA S													
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Type OD-5	Firing Arc PA S													

DAMAGE CONTROL DISPLAY

SHIELDS

SHIELD TYPE OSJ SHIELD POINT RATIO 1/4 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

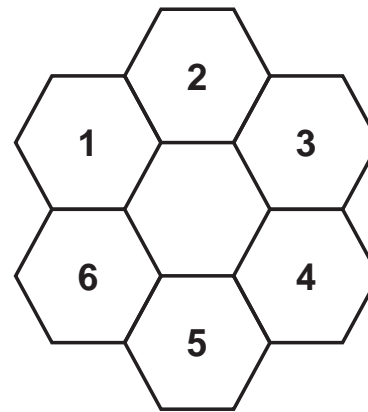
Shield 1		Forward		3		4		Aft		6	
1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	1	2	3	4
5	6	7	8	9	10	11	12	13	14	15	16
17	18	19	20	1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16	17	18	19	20

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	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	<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 106

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