

# DARKSTAR STARSHIP CIC / TACTICAL OPS CONTROL SHEET

Ship Name:	Ship Class: <i>Shepard Class</i>	Status:	Thrust: 7
Captain:	Ship Type: Frigate	Points:	CIC (+/-) +1
Mass: 26,227 tons	Crew / Passengers: 109 officers and men, 8 passengers	Darkstar Wave: 10th	
Cargo: 100 tons			

Range Table	0-1	2-3	4-6	7-10	11-15	16-20	21+
Base To-Hit	11	10	9	8	7	6	5
Template	OK	OK	-1	-2	-3	-4	-5

Cost to Turn	Vel 0 = 0	Vel 3 = 1	Vel 6 = 2	Vel 9 = 3	Vel 12 = 4	Vel 15 = 5
	Vel 1 = 0	Vel 4 = 1	Vel 7 = 2	Vel 10 = 3	Vel 13 = 4	Vel 16 = 5
	Vel 2 = 0	Vel 5 = 1	Vel 8 = 2	Vel 11 = 3	Vel 14 = 4	Vel 17 = 5

MAIN ARMAMENT		
NO.	TYPE	MOUNT
1 (+1)	9 Teravolt EPC (Block 3,3,2,2,1,0,0)	Bow
1 (+1)	9 Teravolt EPC (Block 3,3,2,2,1,0,0)	Stern
1 (+1)	9 Teravolt EPC (Block 3,3,2,2,1,0,0)	Bow
1 (+1)	9 Teravolt EPC (Block 3,3,2,2,1,0,0)	Stern
2 (+1)	Class IV Torp (Torp 4)	P Bw
2 (+1)	Class IV Torp (Torp 4)	S Bw

SECONDARY ARMAMENT		
NO.	TYPE	MOUNT
4	40mm Mass Driver Array	Bow
2	20mm Mass Driver Array	P Bow
2	20mm Mass Driver Array	S Bow
2	20mm Mass Driver Array	P Quarter
2	20mm Mass Driver Array	S Quarter
4	40mm Mass Driver Array	Stern

SMALL CRAFT / MARINES		
NO.	TYPE	HANGAR
1	Cutter	Forward
10	Marines	Port
5	Marines	Starboard
1	Scout	Aft

PB SHD <b>4</b>	BOW SHD <b>4</b>	SB SHD <b>4</b>
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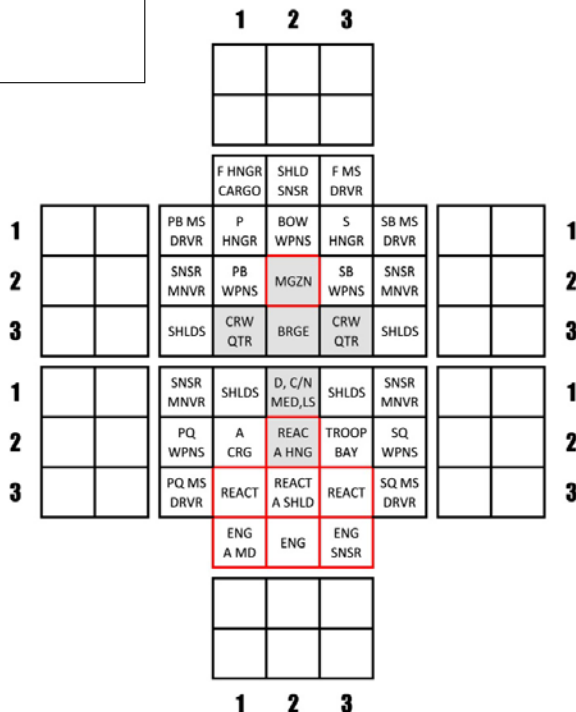
STATUS (DMG'D SYSTEMS)	
Extra Maneuver Cost:	
Sensor Dmg:	
Core Boxes Hit:	%
Init Penalties:	
Thrust Reduction:	
Critical Boxes Hit:	%

Captain / Crew Bonuses

MASS DRIVERS

11 (+1)

9 - 7 - 6 - 4 - 2



PQ SHD <b>5</b>	AFT SHD <b>4</b>	SQ SHD <b>5</b>
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ENGINEERING		
TURN	VEL	INIT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Power Plant Type	Standard
Base Scenario Cost	20
Aerospace Group Cost	1
Campaign Modifiers	
<b>FINAL SCENARIO COST</b>	<b>21</b>