

DARKSTAR STARSHIP CIC / TACTICAL OPS CONTROL SHEET

Ship Name:	Ship Class: Akashi Class	Status:	Thrust: 7
Captain:	Ship Type: Strike Frigate	Points:	CIC (+/-) +1
Mass: 26,522 tons	Cargo: 200 tons	Crew / Passengers: 121 officers and men, 6 passengers	Darkstar Wave: 10th

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
2 (+1)	30 KG Plasma (Burn 5,5,3,2,1,0,0)	Bow
2 (+1)	6 MgKv Laser (Beam 2,2,2,1,1,1,0)	Bow
2	Class V Torp (Torp 5)	P Bow
2	Class V Torp (Torp 5)	S Bow

SECONDARY ARMAMENT		
NO.	TYPE	MOUNT
3	30mm Mass Driver Array	Bow
2	30mm Mass Driver Array	P Bow
2	30mm Mass Driver Array	S Bow
3	30mm Mass Driver Array	P Quarter
3	30mm Mass Driver Array	S Quarter
2	30mm Mass Driver Array	Stern

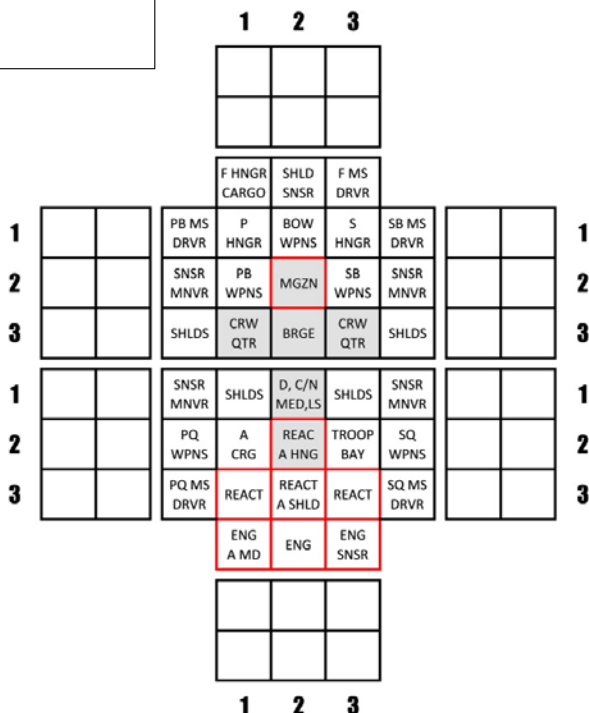
SMALL CRAFT / MARINES		
NO.	TYPE	HANGAR
1	Scout	Forward
6	Marines	Port
6	Marines	Starboard
1	Cutter	Aft

PB SHD 4	BOW SHD 4	SB SHD 4
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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
10 (+1)
8 - 6 - 5 - 4 - 2



PQ SHD 4	AFT SHD 4	SQ SHD 4
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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	
FINAL SCENARIO COST	