

DARKSTAR STARSHIP CIC / TACTICAL OPS CONTROL SHEET

Ship Name:
 Captain:

Ship Class: *Endeavor Class*
 Ship Type: *Light Fleet Carrier*

Status:
 Points:

Thrust: *5*
 CIC (+/-) *+1*

Mass: *89,484 tons* Cargo: *600 tons* Crew / Passengers: *923 officers and men, 18 passengers* Darkstar Wave: *10th*

Range Table	Range	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
3 (+1)	Class IV Torp (Torp 4)			P Bow
3 (+1)	Class IV Torp (Torp 4)			S Bow
1	Launch			Fwd
1	Yacht			Aft

SECONDARY ARMAMENT		
NO.	TYPE	MOUNT
4	40mm Mass Driver Array	Bow
4	40mm Mass Driver Array	P Bow
4	40mm Mass Driver Array	S Bow
4	40mm Mass Driver Array	P Quarter
4	40mm Mass Driver Array	S Quarter
8	40mm Mass Driver Array	Stern

SMALL CRAFT / MARINES		
NO.	TYPE	HANGAR
4	Scouts	Forward
8	Fighters	Port
8	Fighters	Starboard
4	Bombers	Port
4	Bombers	Starboard
4	Bombers	Aft
36	Marines	Aft
2	Cutters	Port/Star

PB SHD
4

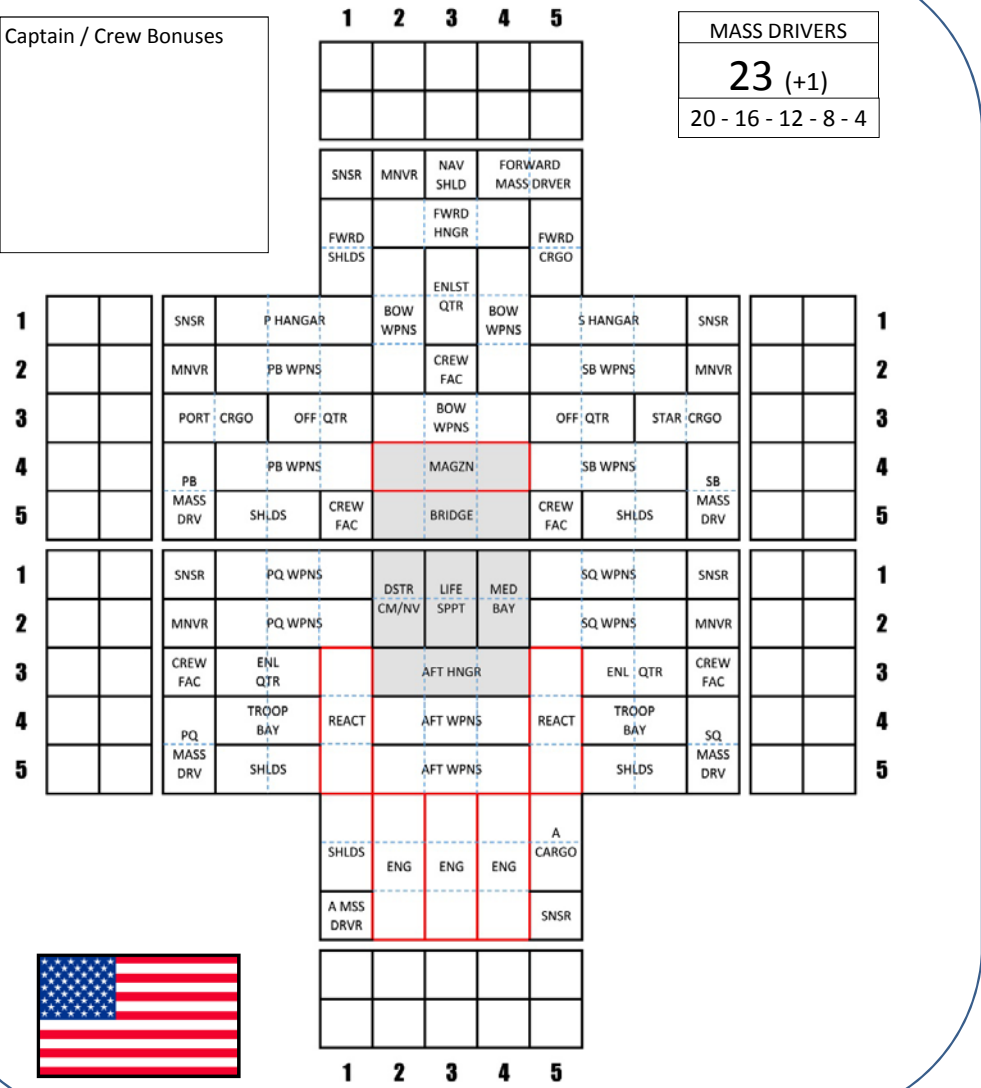
BOW SHD
4

SB SHD
4

STATUS (DMG'D SYSTEMS)
 Extra Maneuver Cost:
 Sensor Dmg:
 Core Boxes Hit: %
 Init Penalties:
 Thrust Reduction:
 Critical Boxes Hit: %

Captain / Crew Bonuses

MASS DRIVERS
23 (+1)
 20 - 16 - 12 - 8 - 4



PQ SHD
4

AFT SHD
4

SQ SHD
4

ENGINEERING		
TURN	VEL	INIT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Power Plant Type	Advanced
Base Scenario Cost	35
Aerospace Group Cost	60
Campaign Modifiers	
FINAL SCENARIO COST	95