

# DARKSTAR STARSHIP CIC / TACTICAL OPS CONTROL SHEET

Ship Name:	Ship Class: <i>Ransu (I-360) Class</i>	Status:	Thrust: <b>8</b>
Captain:	Ship Type: <i>Torpedo Corvette</i>	Points:	CIC (+/-) <b>+2</b>

Mass: <b>13,979 tons</b>	Cargo: <b>10 tons</b>	Crew / Passengers: <b>41 officers and men, 2 passengers</b>	Darkstar Wave: <b>11th</b>
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Range Table	Range	0-1	2-3	4-6	7-10	11-15	16-20	21+	Cost to Turn	Vel 0 = 0	Vel 3 = 1	Vel 6 = 2	Vel 9 = 3	Vel 12 = 4	Vel 15 = 5
	Base To-Hit	11	10	9	8	7	6	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	
4 (+2)	Class V Torpedo		P Bow
4 (+2)	Class V Torpedo		S Bow

SECONDARY ARMAMENT		
NO.	TYPE	MOUNT
2	20mm Mass Driver Array	Bow
2	20mm Mass Driver Array	S Quarter
2	20mm Mass Driver Array	P Quarter
3	20mm Mass Driver Array	Stern

SMALL CRAFT / MARINES		
NO.	TYPE	HANGAR
1	Launch	Aft
4	Marines	Troop Bay

PB SHD  
**5**

BOW SHD  
**7**

SB SHD  
**5**

STATUS (DMG'D SYSTEMS)	
Extra Maneuver Cost:	
Sensor Dmg:	
Core Boxes Hit:	
Initiative Mods:	
Thrust Modifiers:	
Critical Boxes Hit:	%

Captain / Crew Bonuses

MASS DRIVERS
<b>5 (+2)</b>
4

	<b>1</b>	<b>2</b>					
		SHLD	MVR -2				
		SNSR					
<b>1</b>		SNSR	F, P/S	ALL FW	SNSR		<b>1</b>
		MVR +2	HG-CG	WPNS	MVR +2		
<b>2</b>			BRDG	BRDG	SHLD		<b>2</b>
		SHLD	& MGZ	& MGZ	SB MD		
		PB MD					
<b>1</b>		SNSR	ALL AFT	A, P/S	SNSR		<b>1</b>
		MVR +2	WPNS	HG-CG	MVR +2		
<b>2</b>			REACT	REACT	SHLD		<b>2</b>
		SHLD	PQ MD	SQ MD			
			ENG	ENG			
			SHLDS	SNSR			
	<b>1</b>	<b>2</b>					

\*\* Each ENG / REACT hit applies -2 Thrust.  
 \*\* Each MVR hit applies +2 cost per turn.

PQ SHD  
**5**

AFT SHD  
**6**

SQ SHD  
**5**

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

Power Plant Type	Next Gen
Base Scenario Cost	24
Aerospace Group Cost	0
Campaign Modifiers	0
<b>FINAL SCENARIO COST</b>	<b>24</b>