

| <div><div>BRIDGE</div><div>Roll Command: <div></div></div><div>INITIATIVE</div><div>ORDERS (All 0 EP)</div><div><div>◇</div>ATTACK: Advance moves and attack rolls</div><div><div>◇</div>EVADE: Evasive Manoeuvres and Breaking Locks</div><div><div>◇</div>REPAIR: All Ship Repairs</div><div><div>◇</div>RETREAT: Retreat moves</div><div>PLACE ORDER HERE</div></div> <div>CURRENT ORDER BONUS</div>                                          | <div>SHIP NAME</div> <div>SHIP CLASS</div> <div><div>RANGES</div><div><div>CONTACT</div>0 CU</div><div><div>SHORT</div>1 CU</div><div><div>MEDIUM</div>2 CU</div><div><div>LONG</div>4 CU</div><div><div>EXTREME</div>8 CU</div></div> <div>DISABLED MODULES</div>                                                                                                                                                                    | <div><div>SENSORS</div><div>Roll Data Djinn: <div></div></div><div>SIG BONUS</div><div>ACTIONS (All 1 EP):</div><div><div>◇</div>TARGET LOCK</div><div><div>◇</div>BREAK TARGET LOCK</div><div><div>◇</div>PULSE or MEME ATTACK: EP dmg</div><div><div>◇</div>DISAPPEAR: requires Stealth Tech</div><div>PLACE ASSIGNED ENERGY POINTS HERE</div></div> <div>CURRENT TARGET LOCK</div> |      |       |       |  |        |       |     |      |       |       |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| <div><div>ENGINEERING</div><div>Roll Tech: <div></div></div><div>ENERGY POINTS</div><div>ACTIONS:</div><div><div>◇</div>OVERLOAD REACTOR: Each 6 = 1 EP, 1 HP dmg (0 EP)</div><div><div>◇</div>REPAIR: Hull, System, Critical or Module (1 EP)</div><div><div>◇</div>OPEN AIRLOCK: After docking (1 EP)</div><div>Repairs require Spare Parts</div><div>PLACE ASSIGNED ENERGY POINTS HERE</div></div>                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div>GUNNERY</div><div>Roll R. Combat: <div></div></div><div>ARMOUR</div><div>ACTIONS:</div><div><div>◇</div>FIRE WEAPON SYSTEM (1 EP)</div><div><div>◇</div>LAUNCH TORPEDO/DEPLOY MINE (0 EP)</div><div><div>◇</div>DEFENSIVE FIRE (1 EP)</div><div>PLACE ASSIGNED ENERGY POINTS HERE</div></div> <div>CURRENT HULL POINTS</div>                                                |      |       |       |  |        |       |     |      |       |       |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| <div><div>HELM</div><div>Roll Pilot: <div></div></div><div>SPEED</div><div>MAN. BONUS</div><div>ACTIONS (All EP = Ship Class):</div><div><div>◇</div>POSITION: Each 6 = +1 Initiative</div><div><div>◇</div>ADVANCE/RETREAT: Each <u>extra</u> 6 = +1 move</div><div><div>◇</div>EVASIVE MANOEUVRES</div><div><div>◇</div>RAMMING: Dmg = Ship Class</div><div><div>◇</div>BOARDING: -2 during combat</div><div>CURRENT EVASION BONUS</div></div> | <table><tr><th>WEAPON</th><th>BONUS</th><th>DMG</th><th>CRIT</th><th>RANGE</th><th>NOTES</th></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> |                                                                                                                                                                                                                                                                                                                                                                                       |      |       |       |  | WEAPON | BONUS | DMG | CRIT | RANGE | NOTES |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| WEAPON                                                                                                                                                                                                                                                                                                                                                                                                                                           | BONUS                                                                                                                                                                                                                                                                                                                                                                                                                                 | DMG                                                                                                                                                                                                                                                                                                                                                                                   | CRIT | RANGE | NOTES |  |        |       |     |      |       |       |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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