

IDENT	HIT POINTS					NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

									10

SHIP DATA TABLE	
TYPE	= T-AxBC
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3

THIS SHIP CAN ACCELERATE BY NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED (MAXIMUM ACCELERATION TEN) PER TURN.

DIE ROLL	RANGE					6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	4	3	1	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

□

TURN MODE		SPEED
D	1	2-4
NO	2	5-8
HET	3	9-12
BONUS	4	13-17
BD	5	18-24
	6	25+

DIE ROLL	RANGE				4-8	9-15
	0	1	2	3		
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

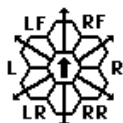
1							B
2							B
3							B
4							B

A						B
B						B
C						B
D						B

A	
B	
C	
D	

APPROVED BY
TOURNAMENT
JUDGES

MAXIMUM OF ONE PH-G, TWO PL-D.
NO HELLBORES IN MOUNTS C OR D.
PHOTONS OR FUSIONS IN C/D HAVE $120^\circ \text{ L} + \text{LF} / \text{RF} + \text{R ARCS}$.
TWO OF THE FOUR OPTIONAL WEAPONS MUST BE A PH-1,
DISRUPTOR, TYPE-B DRONE RACK, ADD-12, OR AN ESG.
(AN ESG WOULD ALSO TAKE UP A SECOND ADJACENT BOX.)



$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

PLAYER	
TOURN	
ROUND	

The diagram illustrates the bridge layout from the movie *Star Trek: The Motion Picture*. The central console is the focal point, with the Captain's seat at the top, flanked by the First Officer's seat and other key positions. The console is divided into several sections, including the Main Control Panel (MCP) and the Main Display Panel (MDP). The MCP features various buttons and switches, while the MDP displays the ship's status and the surrounding environment. The bridge is surrounded by six shields (#1-#6) and various sensor and scanner arrays. The layout is symmetrical, reflecting the iconic bridge design from the film.

SENSOR

6
6
4
0

CNTR

SHIELD #1

SHIELD #6

SCANNER

0
0
3
9

DAM CON

4
4
2
2
0

SHIELD #5

SHIELD #2

SHIELD #3

SHIELD #4

EX DAM

4
4
2
2
0

OPT-FA

BRDG

A

B

EMER

LS OPT

C

DRN

1

2

HULL PH-3

C

360°

TRAN

TRAC

LAB

AUX

PH-1

360°

APR

HULL PH-3

C

360°

TRAN

TRAC

LAB

AUX

PH-1

360°

CARGO

RS OPT

D

DRN

3

4

L WARP

SHUTTLE

IMPULSE

PH-3

7

R WARP

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20	
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20