Firing Chart

Range	A (21)	B (09)	C (01)	D (18)	E (11)	F (02)	G (10)	H (03)	I (22)	J (14)	K (08)	L (04)	M (15)	N (25)	O (13)	P (23)	Q (16)	R (17)	S (19)	T (05)	U (06)	V (24)	W (12)	X (07)	Y (20)
1	1 - 8	1 - 5	1 - 10	1 - 10	1 - 8	1 - 10	1 - 7	1 - 10	1 - 8	1 - 10	1 - 8	1 - 10	1 - 10	1 - 10	1 - 10	1 - 8	1 - 10	1 - 10	1 - 10	1 - 10	1 - 10	1 - 9	1 - 10	1 - 10	1 - 10
2	1 - 6	1 - 5	1 - 8	1 - 9	1 - 7	1 - 9	1 - 7	1 - 9	1 - 8	1 - 10	1 - 8	1 - 10	1 - 9	1 - 10	1 - 10	1 - 8	1 - 10	1 - 10	1 - 10	1 - 10	1 - 10	1 - 9	1 - 10	1 - 10	1 - 10
3	1 - 4	1 - 4	1 - 6	1 - 7	1 - 6	1 - 7	1 - 6	1 - 8	1 - 7	1 - 9	1 - 7	1 - 9	1 - 8	1 - 9	1 - 9	1 - 8	1 - 10	1 - 9	1 - 10	1 - 9	1 - 9	1 - 8	1 - 10	1 - 10	1 - 10
4	1 - 2	1 - 4	1 - 4	1 - 5	1 - 5	1 - 6	1 - 6	1 - 7	1 - 7	1 - 9	1 - 7	1 - 9	1 - 7	1 - 9	1 - 9	1 - 7	1 - 9	1 - 9	1 - 9	1 - 9	1 - 9	1 - 8	1 - 10	1 - 9	1 - 9
5		1 - 3	1 - 2	1 - 3	1 - 4	1 - 4	1 - 5	1 - 6	1 - 6	1 - 8	1 - 6	1 - 8	1 - 7	1 - 8	1 - 8	1 - 7	1 - 9	1 - 8	1 - 9	1 - 8	1 - 8	1 - 8	1 - 9	1 - 9	1 - 9
6		1 - 3	1	1	1 - 3	1 - 3	1 - 5	1 - 5	1 - 6	1 - 8	1 - 6	1 - 7	1 - 7	1 - 8	1 - 8	1 - 7	1 - 8	1 - 8	1 - 8	1 - 8	1 - 8	1 - 7	1 - 9	1 - 9	1 - 9
7		1 - 2			1 - 2	1 - 2	1 - 4	1 - 4	1 - 5	1 - 6	1 - 5	1 - 6	1 - 6	1 - 7	1 - 7	1 - 6	1 - 8	1 - 7	1 - 8	1 - 7	1 - 7	1 - 7	1 - 8	1 - 8	1 - 8
8		1 - 2			1	1	1 - 3	1 - 3	1 - 5	1 - 4	1 - 5	1 - 5	1 - 6	1 - 6	1 - 6	1 - 6	1 - 7	1 - 7	1 - 7	1 - 7	1 - 7	1 - 7	1 - 8	1 - 8	1 - 8
9		1					1 - 2	1 - 2	1 - 4	1 - 2	1 - 4	1 - 4	1 - 5	1 - 5	1 - 5	1 - 6	1 - 6	1 - 6	1 - 7	1 - 6	1 - 6	1 - 6	1 - 7	1 - 7	1 - 8
10		1					1	1	1 - 3	1	1 - 4	1 - 3	1 - 5	1 - 4	1 - 5	1 - 5	1 - 5	1 - 6	1 - 6	1 - 6	1 - 6	1 - 6	1 - 7	1 - 7	1 - 7
11									1 - 2		1 - 3	1 - 2	1 - 4	1 - 3	1 - 4	1 - 5	1 - 4	1 - 5	1 - 6	1 - 5	1 - 5	1 - 6	1 - 6	1 - 6	1 - 7
12									1		1 - 3	1	1 - 3	1 - 2	1 - 3	1 - 4	1 - 3	1 - 5	1 - 5	1 - 5	1 - 5	1 - 5	1 - 6	1 - 6	1 - 7
13											1 - 2		1 - 2	1	1 - 2	1 - 4	1 - 2	1 - 4	1 - 4	1 - 4	1 - 4	1 - 5	1 - 5	1 - 5	1 - 6
14											1 - 2		1		1	1 - 3	1	1 - 3	1 - 3	1 - 4	1 - 4	1 - 5	1 - 5	1 - 5	1 - 6
15											1					1 - 3		1 - 2	1 - 2	1 - 3	1 - 3	1 - 4	1 - 4	1 - 4	1 - 5
16																1 - 2		1	1	1 - 3	1 - 3	1 - 4	1 - 4	1 - 4	1 - 5
17																1 - 2				1 - 2	1 - 2	1 - 3	1 - 3	1 - 3	1 - 4
18																1				1	1 - 2	1 - 3	1 - 3	1 - 3	1 - 4
19																					1	1 - 2	1 - 2	1 - 2	1 - 3
20																					1	1 - 2	1	1 - 2	1 - 3
21																						1		1	1 - 2
22																								1	1 - 2
23																									1
24																									1

Movement Points Available	Movement Points Used				
	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5
1	None	None	1	None	None
2	None	1	None	1	None
3	1	None	1	None	1
4	1	1	None	1	1
5	1	1	1	1	1
6	1	1	2	1	1
7	1	2	1	2	1
8	2	1	2	1	2
9	2	2	1	2	2
10	2	2	2	2	2
11	2	2	3	2	2
12	2	3	2	3	2
13	3	2	3	2	3
14	3	3	2	3	3
15	3	3	3	3	3
16	3	3	4	3	3
17	3	4	3	4	3
18	4	3	4	3	4
19	4	4	3	4	4
20	4	4	4	4	4

Movement Points Available	Movement Points Used		
	Phase 1	Phase 2	Phase 3
1	None	1	None
2	1	None	1
3	1	1	1
4	1	2	1
5	2	1	2
6	2	2	2
7	2	3	2
8	3	2	3
9	3	3	3
10	3	4	3
11	4	3	4
12	4	4	4
13	4	5	4
14	5	4	5
15	5	5	5
16	5	6	5
17	6	5	6
18	6	6	6
19	6	7	6
20	7	6	7

Romulan Plasma Weapon Damage Chart

Range	RL-1	RL-2	RL-3	RL-4	RL-5	RL-5
1	12	16	14	16	16	18
2	10	16	14	16	16	18
3	10	16	14	16	16	18
4	8	12	14	12	16	18
5	8	12	12	12	14	16
6	6	12	12	12	14	16
7	4	10	12	10	14	16
8	2	10	12	10	12	16
9		8	10	8	12	14
10		8	10	8	12	14
11		6	10	6	10	14
12		6	8	6	10	12
13		4	8	4	10	12
14		4	6	4	8	12
15			6		8	8
16					6	8
17					4	6
18						6
19						4
20						4

Turn Stress Chart

Speed	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Sublight	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
Warp 1	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---
Warp 2	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	1	1
Warp 3	---	---	---	---	---	---	---	---	---	---	---	---	---	---	1	1	1	1
Warp 4	---	---	---	---	---	---	---	---	---	---	---	---	1	1	1	1	1	2
Warp 5	---	---	---	---	---	---	---	---	---	1	1	1	1	1	1	2	2	2
Warp 6	---	---	---	---	---	1	1	1	1	1	1	1	2	2	2	2	2	3
Warp 7	---	---	---	1	1	1	1	2	2	1	2	2	2	3	2	3	2	3
Warp 8	---	1	1	1	2	1	2	2	3	2	2	3	3	4	2	3	3	4
Warp 9	1	1	2	2	3	2	2	3	4	2	3	4	3	5	3	4	3	4
Warp 10	2	2	3	2	4	2	3	3	5	3	3	5	4	6	3	4	4	5

Bridge Hit Effects

ROLL	Personnel	Bridge System
1	No Effect	Comm./Damage Control
2	No Effect	Sensors
3	No Effect	Shields
4	Science Off.	Helm
5	Science Off.	Weapons
6	Science Off.	Weapons
7	Helmsman	Reroll x2, divide roll x2
8	Helmsman	Reroll x3, divide roll x2
9	Helmsman	Reroll x4, divide roll x2
10	Both	No Effect

DAMAGE CHART A

Die Roll	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	Shield Generator	Shield Generator	Shield Generator	Shield Generator	Shield Generator	Shield Generator
2	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon
3	Port Warp Engine (x1/2)	Missile Weapon	Starboard Warp Engine (x 1/2)	Starboard Warp Engine (x 1/2)	Missile Weapon	Port Warp Engine (x1/2)
4	Port Warp Engine (x1/2)	Port Warp Engine (x1/2)	Starboard Warp Engine (x 1/2)	Starboard Warp Engine (x 1/2)	Superstructure (C x1/2)	Port Warp Engine
5	Port Warp Engine	Port Warp Engine	Starboard Warp Engine	St'brd Warp Engine/Superstructure (C x1/2)	Superstructure (C x1/2)	Port Warp Engine/Superstructure (C x1/2)
6	Port Warp Engine/Superstructure (C x1/2)	Starboard Warp Engine (x 1/2)	St'brd Warp Engine/Superstructure (C x1/2)	Impulse Drive (x1/2)	Impulse Drive	Impulse Drive (x1/2)
7	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)
8	Superstructure (C x1/2)	Starboard Warp Engine	Superstructure (C x1/2)	Superstructure (C x1/2)	Superstructure (C x1/2)	Superstructure (C x1/2)
9	Sensors	Sensors	Sensors	Superstructure (C x1/2)	Warp Engine	Superstructure (C x1/2)
10	Bridge (C x2)	Bridge (C x2)	Bridge (C x2)	Superstructure (C x1/2)	Engineering (C)	Superstructure (C x1/2)

DAMAGE CHART B

Die Roll	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	Shield Generator	Shield Generator	Shield Generator	Shield Generator	Shield Generator	Shield Generator
2	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon
3	Port Warp Engine (x1/2)	Missile Weapon	Starboard Warp Engine (x 1/2)	Starboard Warp Engine (x 1/2)	Missile Weapon	Port Warp Engine (x1/2)
4	Port Warp Engine (x1/2)	Superstructure (C x1/2)	Starboard Warp Engine (x 1/2)	Starboard Warp Engine (x 1/2)	Port Warp Engine	Port Warp Engine (x1/2)
5	Port Warp Engine	Superstructure (C x1/2)	Starboard Warp Engine	Starboard Warp Engine	Starboard Warp Engine	Port Warp Engine
6	Port Warp Engine/Superstructure (C x1/2)	Superstructure (C x1/2)	St'brd Warp Engine/Superstructure (C x1/2)	Impulse Drive (x1/2)	Impulse Drive	Impulse Drive (x1/2)
7	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)
8	Superstructure (C x1/2)	Warp Engine	Superstructure (C x1/2)	Superstructure (C x1/2)	Superstructure (C x1/2)	Superstructure (C x1/2)
9	Sensors	Sensors	Sensors	Superstructure (C x1/2)	Superstructure (C x1/2)	Superstructure (C x1/2)
10	Bridge (C x2)	Bridge (C x2)	Bridge (C x2)	St'brd Warp Engine/Superstructure (C x1/2)	Engineering (C)	Port Warp Engine/Superstructure (C x1/2)

DAMAGE CHART C

Die Roll	SHIELD 1	SHIELD 2	SHIELD 3	SHIELD 4	SHIELD 5	SHIELD 6
1	Shield Generator	Shield Generator	Shield Generator	Shield Generator	Shield Generator	Shield Generator
2	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon	Beam Weapon
3	Port Warp Engine (x1/2)	Missile Weapon	Starboard Warp Engine (x 1/2)	Starboard Warp Engine (x 1/2)	Missile Weapon	Port Warp Engine (x1/2)
4	Port Warp Engine	Superstructure (C x1/2)	Starboard Warp Engine	Starboard Warp Engine (x 1/2)	Port Warp Engine (x1/2)	Port Warp Engine (x1/2)
5	Superstructure (C x1/2)	Superstructure (C x1/2)	Superstructure (C x1/2)	Starboard Warp Engine	Port Warp Engine	Port Warp Engine
6	Superstructure (C x1/2)	Superstructure (C x1/2)	Superstructure (C x1/2)	Impulse Drive (x1/2)	Impulse Drive	Impulse Drive (x1/2)
7	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)	Superstructure (C x2)
8	Port Warp Engine/Superstructure (C x1/2)	Warp Engine	St'brd Warp Engine/Superstructure (C x1/2)	Superstructure (C x1/2)	Starboard Warp Engine (x 1/2)	Superstructure (C x1/2)
9	Sensors	Sensors	Sensors	Superstructure (C x1/2)	Starboard Warp Engine	Superstructure (C x1/2)
10	Bridge (C x2)	Bridge (C x2)	Bridge (C x2)	St'brd Warp Engine/Superstructure (C x1/2)	Engineering (C)	Port Warp Engine/Superstructure (C x1/2)

DEFENSE OUTPOST DAMAGE CHART

Die Roll	
1	Shield Generator
2	Beam or Missile Weapon
3	Matter/Antimatter Generator (x1/2)
4	Impulse Power Generator (x1/2)
5	Engineering
6	Superstructure (C x1/2)
7	Superstructure (C x2)
8	Superstructure/M-AM Generator (C x1/2)
9	Sensors
10	Bridge (C x2)

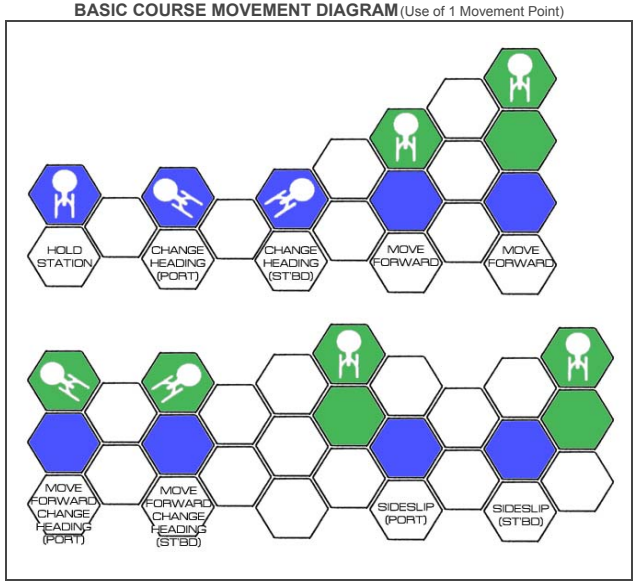
ENGINEERING DAMAGE CHART

Die Roll	
1	Shield Grid Down
2	Shield Grid Down
3	Weaponry Grid Down
4	Weaponry Grid Down
5	Maneuvering Thrusters Failure
6	Maneuvering Thrusters Failure
7	Shield & Weaponry Grids Down
8	Shield Grid/Maneuvering Thrusters Down
9	Weaponry Grid/Maneuver Thrusters Down
10	All Power Systems Down

CREW CASUALTIES

Superstructure Strength	% Casualties per Superstructure Point Damaged
1	100
2	50
3	30
4	25
5	20
6	18
7-8	14
9-11	10
12-14	8
15-19	6
20-34	4
35-50	2
51+	1

BASIC COURSE MOVEMENT DIAGRAM (Use of 1 Movement Point)



BATTLESTATIONS!

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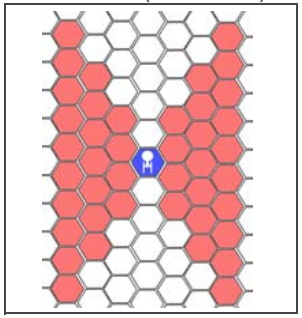
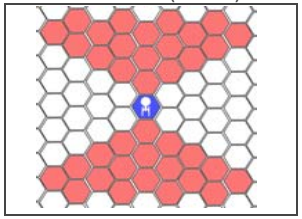
FIRING ARCS (Port/Starboard)



FIRING ARCS (Fore/Aft)



MASTER CONTROL PANEL - ADVANCED LEVEL

CAPTAIN'S NAME: _____ CAPTAIN'S RACE: _____

VESSEL CLASS: _____ CAPTAIN'S SKILL RATING: _____

VESSEL NAME: _____ CREW EFFICIENCY RATING: _____

COMBAT EFFICIENCY: D - _____ WDF - _____

ENGINEERING DISPLAY

TYPE: _____

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	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

WARP ENGINE PORT (LEFT) POWER TRACK

TYPE: _____

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	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

WARP ENGINE STARBOARD (RIGHT) POWER TRACK

TYPE: _____

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	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

IMPULSE ENGINE POWER TRACK

TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
TOTAL POWER UNITS										
POWER TO MOVEMENT										
POWER TO SHIELDS										
POWER TO WEAPONS										
POWER TO CLOAK										

HELM DISPLAY

MOVEMENT POINT RATIO: _____ CRUISING WARP SPEED: _____

ENGINE STRESS CHART: _____ MAXIMUM WARP SPEED: _____

POWER NEEDED TO CLOAK: _____ EMERGENCY WARP SPEED: _____

MOVEMENT POINTS										
SENSOR STATUS	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L	D O L
CLOAK STATUS	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF	ON OFF

BATTLESTATIONS!

A Rules Variant for FASA's Star Trek™ Starship Tactical Combat Simulator

WEAPONS DISPLAY

BEAM TYPE: _____
FIRING CHART: _____
MAXIMUM POWER: _____
DAMAGE MODIFIERS: +3 (-)
+2 (-)
+1 (-)

BEAM TYPE: _____
FIRING CHART: _____
MAXIMUM POWER: _____
DAMAGE MODIFIERS: +3 (-)
+2 (-)
+1 (-)

MISSILE TYPE: _____
FIRING CHART: _____
POWER TO ARM: _____
DAMAGE: _____

TYPE	ARC		TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													
	P F A S	INOP													

MINES
DAMAGE: _____

MINE LOCATIONS: _____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____

_____ _____ _____ _____ _____ _____

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CREATED BY: Alex Baker, alex@dancingshaman.net

SHIELD DISPLAY

SHIELD TYPE: _____ MAX SHIELD POWER: _____

SHIELD POINT RATIO: _____

SHIELD POINTS AVAILABLE

	TURN	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12
SHIELD #1													
SHIELD #2													
SHIELD #3													
SHIELD #4													
SHIELD #5													
SHIELD #6													

SHIELD STATUS TRACK

TURN #1

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #2

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #3

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #4

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #5

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #6

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #7

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #8

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

TURN #9

	01	02	03	04	05	06	
1							1
2							2
3							3
4							4
5							5
6							6
7							7
8							8
9							9
10							10
11							11
12							12
13							13
14							14
15							15
16							16
17							17
18							18
19							19
20							20

DAMAGE CONTROL DISPLAY

SHIELDS/SENSORS

HIT	1ST	2ND	3RD	4TH	5TH
SENSORS					INOP
SHIELD #1					INOP
SHIELD #2					INOP
SHIELD #3					INOP
SHIELD #4					INOP
SHIELD #5					INOP
SHIELD #6					INOP

ENGINEERING GRIDS

HIT	1ST	2ND	3RD	4TH	5TH
SHIELDS					INOP
WEAPONS					INOP
MANEUVER					INOP
REPAIR ROLL	1-8	1-6	1-4	1-2	OUT

SUPERSTRUCTURE DAMAGE TRACK

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	31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	
121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	
141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	
161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	
181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	

DAMAGE CHART _____

DAMAGE POINT RECORD

TURN #1 _____ TURN #5 _____ TURN #9 _____

TURN #2 _____ TURN #6 _____ TURN #10 _____

TURN #3 _____ TURN #7 _____ TURN #11 _____

TURN #4 _____ TURN #8 _____ TURN #12 _____

CASUALTY MODIFIER TRACK

0-19%	20-39% -1	40-59% -2	60-69% -3	70%+
0	-10%	-20%	-50%	NO FIRING

PERCENT CASUALTIES TRACK

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	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

BATTLESTATIONS!

A Rules Variant for FASA's Star Trek™ Starship Tactical Combat Simulator