

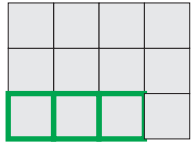
# FED. ADVANCED TUG (1POD/2 POD) RECORD SHEET

|   |  |                                      |  |                      |
|---|--|--------------------------------------|--|----------------------|
| NAME <input type="text"/>                     | TYPE <b>ADVANCED?</b><br><b>TUG</b> + 10% TO HIT <input checked="" type="checkbox"/> | TURN MODE <b>3/5</b>                 | DELETE FOR 1 POD OR 2 <input type="checkbox"/> | MAX SPEED <b>8/7</b> |
| ENGINE ROOM HIT! POWER = <input type="text"/> | BRIDGE HIT! STRAIGHT AHEAD <input type="text"/>                                      | D.O.M THIS TURN <input type="text"/> | SPEED THIS TURN <input type="text"/>           |                      |

## POWER COSTS

To MOVE, FIRE 1 BEAM, ARM 1 TORP or REINFORCE 1 SHIELD = 1 POINT  
 FIRE ARMED TORP = 0 POINTS (2 POINTS OF DAMAGE)  
 FIRE ROMULAN TORP = 4 POINTS (VARIABLE DAMAGE)  
 OPERATE CLOAK = VARIABLE

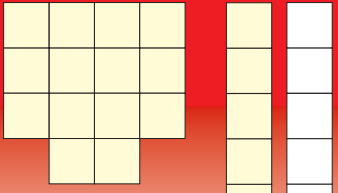
REMAINING HULL



ADD GREEN FOR 2 PODS

CURRENT BEAM MINUS OR BONUS + OR -

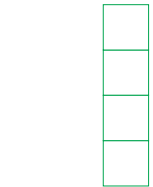
POWER SYSTEMS ENGINES BATTERIES



CHARGE DISCHARGE  
 ADD GREEN FOR 2 PODS

## SHIELD SYSTEMS

REINFORCED



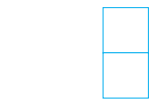
DESTROYED



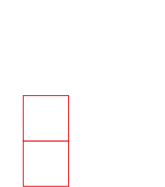
DESTROYED



REINFORCED



REINFORCED



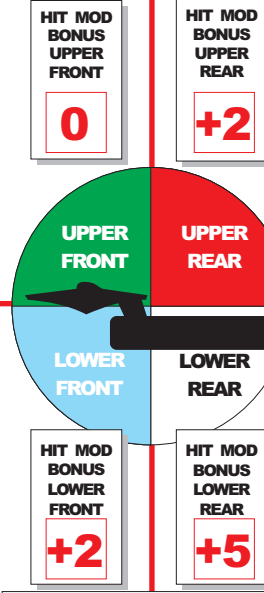
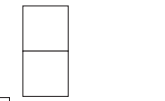
DESTROYED



DESTROYED



REINFORCED



NOTE: MAXIMUM REINFORCEMENT IS TWO TIMES UNDESTROYED SHIELD BOXES

MOVEMENT PHASES

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

| SHIP'S TURN MODE | SPEED THIS TURN |   |     |     |     |
|------------------|-----------------|---|-----|-----|-----|
|                  | 1               | 2 | 3-4 | 5-6 | 7-8 |
| 1 POD            | 3               | 0 | 1   | 2   | 2   |
| 2 PODS           | 5               | 1 | 1   | 2   | 3   |

TABLE GIVES NUMBER OF CLEAR MOVES BETWEEN MANOUVRES.

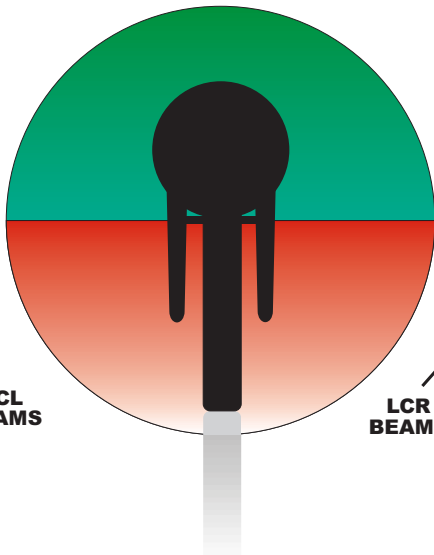
# WEAPON SYSTEMS

NUMBER OF BEAMS ARMED

UCL BEAMS



LCL BEAMS



UCR BEAMS



LCR BEAMS

UPPER FRONT BEAMS



LOWER FRONT BEAMS



UPPER REAR BEAMS



NOTE: CROSS OFF WEAPONS THAT YOUR SHIP DOES NOT HAVE. BEAMS: PLACE A DOT ON EACH WEAPON THAT HAS FIRED THAT TURN. CROSS OFF ANY THAT ARE DESTROYED.