

## STAR EXPLORER COMMAND DISPLAY

Shields				
1	2	3	4	5

Beams				
1	2	3	4	5

Missiles				
1	2	3	4	5

One Energy Unit/Component to Activate

Critical Hit	Armor										Damage Repair
1D6/DC Team 1, 2, 3, repair 4, 5, 6, no effect	0	1	2	3	4	5	6	7	8	9	1 EU repairs 2 Armor Points, roll 1D6 for max. repair that turn, +1 per DC team
	10	20	30	40	50	60	70	80	90	100	

Missions/Planet	Energy										Engines			Teleporters		
	0	1	2	3	4	5	6	7	8	9	1	2	3	1	2	3
	10	20	30	40	50	60	70	80	90	100	4	5	6	4	5	6
	Captain Skills:										7	8	9	7	8	9

Navigation (+1)						Animal Physiology (+2)					
1	2	3	4	5	6	1	2	3	4	5	6
Fire Control (+2)						Sentient Life (+2)					
1	2	3	4	5	6	1	2	3	4	5	6
Damage Control (+1)						Medical (+2)					
1	2	3	4	5	6	1	2	3	4	5	6
Geology (+2)						Military					
1	2	3	4	5	6	1	2	3	4	5	6
Fuel Engineer (+2)						7	8	9	10	11	12
1	2	3	4	5	6	Additional Teams:					
Botany (+2)											
1	2	3	4	5	6						

Movement	
0	0
1	1
2	3
3	5
4	7
5	9
6	11
7	13
8	15
9	17
10	19

Turn

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