

SHIP: _____

COUNTER: _____

Agile: O

Turn-By-Turn Ship Data Accounting Sheet

System	Rate	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Initiative	+																				
Speed																					
Turn Delay																					
Pivot/Roll																					
Dir. of Travel																					
SENSORS																					
dEW/Jinking																					
ccEW																					
oEW #1																					
oEW #2																					
oEW #3																					
oEW #4																					
WEAPONS:																					
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ENGINE																					
THRUSTERS:																					
Retro																					
Aft																					
Port																					
Starboard																					

Agile: fill circle if agile **Initiative:** current initiative **Speed:** current speed **Turn Delay:** remaining turn delay at end of turn
Pivot/Roll: Ps (pivot stbd), Pp (pivot port), Rs, Rp **Dir. of Travel:** indicate travel direction (number designation) **Sensors:** total EW (allocated below)
Weapons: X = cannot fire this turn; O = can fire this turn; I = intercept this turn; combine like types if space limited, separate with / in each turn box
Engine: current available power **Thrusters:** thrust used this turn