

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name		Ship Type	Pennsylvania-class BB 1 of 2	Owner	America
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ID Number		Movement	4	Crew Comfort	0	Crew Quality		Targetting Computer	+2	Armor	4	Screens	6	Radial Profile	+2	Lateral Profile	+4
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O R D N O A A N D C E	40 SIM-14 missiles in 4 bays 4 HD-9 Drones in 1 bay 10 Grapeshot Dispensers with TTAs Turrets are UTES equipped 8 FS-17A-class fighters in 1 deck	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor	16	primary		redundant		
	Masked		5	No Mask	8	Active Sensor	16	primary		redundant	
	Reflected Signature versus Active Sensor:		Passive Sensor	12	primary		redundant				
	Radial		10	Lateral	11	Passive Sensor	12	primary		redundant	

D A M A G E	Hull Hits		Power Plant Hits (Once the last remaining power plant is inoperable, the ship goes to 'All Stop')					
	Minor	209	Plant 1		Plant 2		Plant 3	
	Major	418	Inoperable	32	Inoperable	32	Inoperable	
	Destroyed	835	Destroyed	160	Destroyed	160	Destroyed	

SURFACE FIXTURE HITS						TTAs, PAKS, SUBMUNITIONS					
Turret 1		Turret 7		Turret 13		Turret 19		Turret 25		1 Grapeshot	
x3 -2 dbl		x3 -2 dbl		x3 -2 dbl		x3 -2 dbl		x3 -2 dbl		2 Grapeshot	
Turret 2		Turret 8		Turret 14		Turret 20		Turret 26		3 Grapeshot	
x3 -2 dbl		x3 -2 dbl		x3 -2 dbl		x3 -2 dbl		x3 -2 dbl		4 Grapeshot	
Turret 3		Turret 9		Turret 15		Turret 21		Turret 27		5 Grapeshot	
x2 +1 dbl		x2 +1 dbl		x2 +1 dbl		x2 +1 dbl		x2 +1 dbl		6 Grapeshot	
Turret 4		Turret 10		Turret 16		Turret 22		Turret 28		7 Grapeshot	
x2 +1 dbl		x2 +1 dbl		x2 +1 dbl		x2 +1 dbl		x2 +1 dbl		8 Grapeshot	
Turret 5		Turret 11		Turret 17		Turret 23		Turret 29		9 Grapeshot	
x1 +1 dbl		x1 +1 dbl		x1 +1 dbl		x1 +1 dbl		x1 +1 dbl		10 Grapeshot	
Turret 6		Turret 12		Turret 18		Turret 24		Turret 30		11 Communicator	
x1 +1 dbl		x1 +1 dbl		x1 +1 dbl		x1 +1 dbl		x1 +1 dbl		12 Communicator	

CRITICAL HITS		SHIP BRIDGE		FLAG BRIDGE		TAC	
Computer System		Captain		Senior Command Staff		Active Operator	
Life Support		Navigator		Senior Command Staff		Active Operator	
Drive		Navigator		Senior Command Staff		Passive Operator	
Continuous		Communications		Senior Command Staff		Passive Operator	
Hanger Deck 1		Communications		Senior Command Staff		Remote	
Hanger Deck 2		Helm		Senior Command Staff		Remote	
Hanger Deck 3		Computer		Communications		Remote	
Hanger Deck 4		Engineer		Communications		Remote	
Missile Bay 1		Engineer		Communications		Remote	
Missile Bay 2		Engineer		Communications		Remote	
Missile Bay 3		Engineer		Communications		Remote	
Missile Bay 4		Engineer		Communications		Remote	
Drone Bay 1		Engineer		Communications		Remote	
Drone Bay 2		Engineer		Computer		Remote	

DAMAGE CONTROL		Created by Terry A. Kuchta, 1999	Flight Ctrl	
		Based on a form by GDW.	Flight Ctrl	

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width:90%;" type="text"/>	Ship Type	Pennsylvania-class BB 2 of 2	Owner	America
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ID Number <input style="width:90%;" type="text"/>	Movement <input style="width:90%;" type="text"/>	Crew Comfort <input style="width:90%;" type="text"/>	Crew Quality <input style="width:90%;" type="text"/>	Targetting Computer <input style="width:90%;" type="text"/>	Armor <input style="width:90%;" type="text"/>	Screens <input style="width:90%;" type="text"/>	Radial Profile <input style="width:90%;" type="text"/>	Lateral Profile <input style="width:90%;" type="text"/>
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O R D N A N C E		D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor <input style="width:20px;" type="text"/>	primary <input style="width:40px;" type="text"/>	redundant <input style="width:40px;" type="text"/>
			Masked <input style="width:40px;" type="text"/>	No Mask <input style="width:40px;" type="text"/>	Active Sensor <input style="width:20px;" type="text"/>	primary <input style="width:40px;" type="text"/>	redundant <input style="width:40px;" type="text"/>
			Reflected Signature versus Active Sensor:		Passive Sensor <input style="width:20px;" type="text"/>	primary <input style="width:40px;" type="text"/>	redundant <input style="width:40px;" type="text"/>
			Radial <input style="width:40px;" type="text"/>	Lateral <input style="width:40px;" type="text"/>	Passive Sensor <input style="width:20px;" type="text"/>	primary <input style="width:40px;" type="text"/>	redundant <input style="width:40px;" type="text"/>

D A M A G E	Hull Hits		Power Plant Hits (Once the last remaining power plant is inoperable, the ship goes to 'All Stop)					
	Minor <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>	Plant 1		Plant 2		Plant 3	
	Major <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>	Inoperable <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>	Inoperable <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>	Inoperable <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>
	Destroyed <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>	Destroyed <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>	Destroyed <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>	Destroyed <input style="width:20px;" type="text"/>	<input style="width:40px;" type="text"/>

SURFACE FIXTURE HITS								TTAs, PAKS, SUBUNITIONS					
Turret 31	<input style="width:20px;" type="text"/>	Turret 37	<input style="width:20px;" type="text"/>	Turret 43	<input style="width:20px;" type="text"/>	Turret 49	<input style="width:20px;" type="text"/>	Turret 55	<input style="width:20px;" type="text"/>	13 Comm	<input style="width:20px;" type="text"/>	14 Comm	<input style="width:20px;" type="text"/>
x1 +1 dbl	<input style="width:20px;" type="text"/>									15 Comm	<input style="width:20px;" type="text"/>	16 Comm	<input style="width:20px;" type="text"/>
Turret 32	<input style="width:20px;" type="text"/>	Turret 38	<input style="width:20px;" type="text"/>	Turret 44	<input style="width:20px;" type="text"/>	Turret 50	<input style="width:20px;" type="text"/>	Turret 56	<input style="width:20px;" type="text"/>	17 Comm	<input style="width:20px;" type="text"/>	18 Comm	<input style="width:20px;" type="text"/>
x1 +1 dbl	<input style="width:20px;" type="text"/>									19 Comm	<input style="width:20px;" type="text"/>	20 Comm	<input style="width:20px;" type="text"/>
Turret 33	<input style="width:20px;" type="text"/>	Turret 39	<input style="width:20px;" type="text"/>	Turret 45	<input style="width:20px;" type="text"/>	Turret 51	<input style="width:20px;" type="text"/>	Turret 57	<input style="width:20px;" type="text"/>	21 TTA	<input style="width:20px;" type="text"/>	22 TTA	<input style="width:20px;" type="text"/>
x1 +1 dbl	<input style="width:20px;" type="text"/>									23 TTA	<input style="width:20px;" type="text"/>	24 TTA	<input style="width:20px;" type="text"/>
Turret 34	<input style="width:20px;" type="text"/>	Turret 40	<input style="width:20px;" type="text"/>	Turret 46	<input style="width:20px;" type="text"/>	Turret 52	<input style="width:20px;" type="text"/>	Turret 58	<input style="width:20px;" type="text"/>	25 TTA	<input style="width:20px;" type="text"/>	26 TTA	<input style="width:20px;" type="text"/>
x1 +1 dbl	<input style="width:20px;" type="text"/>									27 TTA	<input style="width:20px;" type="text"/>	28 TTA	<input style="width:20px;" type="text"/>
Turret 35	<input style="width:20px;" type="text"/>	Turret 41	<input style="width:20px;" type="text"/>	Turret 47	<input style="width:20px;" type="text"/>	Turret 53	<input style="width:20px;" type="text"/>	Turret 59	<input style="width:20px;" type="text"/>	29 TTA	<input style="width:20px;" type="text"/>	30 TTA	<input style="width:20px;" type="text"/>
x1 +1 dbl	<input style="width:20px;" type="text"/>										<input style="width:20px;" type="text"/>		<input style="width:20px;" type="text"/>
Turret 36	<input style="width:20px;" type="text"/>	Turret 42	<input style="width:20px;" type="text"/>	Turret 48	<input style="width:20px;" type="text"/>	Turret 54	<input style="width:20px;" type="text"/>	Turret 60	<input style="width:20px;" type="text"/>		<input style="width:20px;" type="text"/>		<input style="width:20px;" type="text"/>
x1 +1 dbl	<input style="width:20px;" type="text"/>										<input style="width:20px;" type="text"/>		<input style="width:20px;" type="text"/>

CRITICAL HITS	TAC
Computer System <input style="width:40px;" type="text"/>	Flight Ctrl <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Life Support <input style="width:40px;" type="text"/>	Flight Ctrl <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Drive <input style="width:40px;" type="text"/>	Flight Ctrl <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Continuous <input style="width:40px;" type="text"/>	Flight Ctrl <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Hanger Deck 1 <input style="width:40px;" type="text"/>	Flight Ctrl <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Hanger Deck 2 <input style="width:40px;" type="text"/>	Flight Ctrl <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Hanger Deck 3 <input style="width:40px;" type="text"/>	Snr Cmd Staff <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Hanger Deck 4 <input style="width:40px;" type="text"/>	Snr Cmd Staff <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Missile Bay 1 <input style="width:40px;" type="text"/>	Snr Cmd Staff <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Missile Bay 2 <input style="width:40px;" type="text"/>	Snr Cmd Staff <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Missile Bay 3 <input style="width:40px;" type="text"/>	Snr Cmd Staff <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Missile Bay 4 <input style="width:40px;" type="text"/>	Snr Cmd Staff <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Drone Bay 1 <input style="width:40px;" type="text"/>	Snr Cmd Staff <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>
Drone Bay 2 <input style="width:40px;" type="text"/>	Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/> Fire Contro <input style="width:20px;" type="text"/>

DAMAGE CONTROL <input style="width:40px;" type="text"/>	Created by Terry A. Kuchta, 1999 Based on a form by GDW.	<input style="width:40px;" type="text"/> <input style="width:40px;" type="text"/>
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