


## SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name		Ship Type	<b>Concord-class SDB</b>	Owner	<b>America</b>
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ID Number		Movement	3	Crew Comfort	0	Crew Quality		Targetting Computer	+2	Armor	3	Screens		Radial Profile	-2	Lateral Profile	-1
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O R D I N A N D C E	3 SIM-14 missiles	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor	7	primary	redundant		
			Masked	2	No Mask	4	Active Sensor		primary	redundant
			Reflected Signature versus Active Sensor:		Passive Sensor	6	primary	redundant		
			Radial	5	Lateral	6	Passive Sensor		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	5		Plant 1			Plant 2			Plant 3		
	Major	10		Inoperable	3		Inoperable			Inoperable		
	Destroyed	20		Destroyed	14		Destroyed			Destroyed		

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

CRITICAL HITS	SHIP BRIDGE	AIR BRIDGE	FLAG BRIDGE	TAC
Computer System <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Captain <input type="checkbox"/> <input type="checkbox"/>	Air Command Staff <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Senior Command Staff <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Active Operator <input type="checkbox"/> <input type="checkbox"/>
Life Support <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Navigator <input type="checkbox"/> <input type="checkbox"/>	Flight Controller <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Communications <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Passive Operator <input type="checkbox"/> <input type="checkbox"/>
Drive <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Communications <input type="checkbox"/> <input type="checkbox"/>	Computer <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Computer <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Fire Control <input type="checkbox"/> <input type="checkbox"/>
Continuous <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Helm <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Fire Control <input type="checkbox"/> <input type="checkbox"/>
Hanger Deck 1 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Computer/Rm <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Hanger Deck 2 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Hanger Deck 3 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Hanger Deck 4 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Missile Bay 1 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Missile Bay 2 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Missile Bay 3 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Missile Bay 4 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Drone Bay 1 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Drone Bay 2 <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Created by Terry A. Kuchta, 1999

Based on a form by GDW.