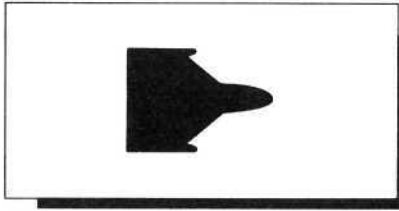


I really tried to OCR these pages. I really did. But in the end, they're just forms, it's not like you're going to import them into Word, or anything.

aSa

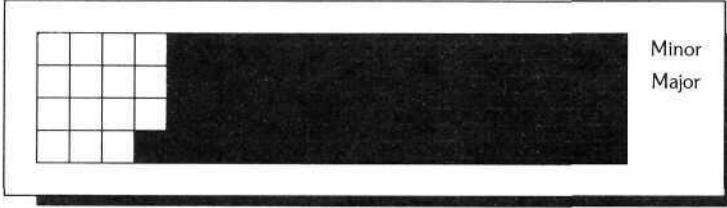
Ship Status Sheet



Santísima Trinidad
 Ship Name
Armored Cruiser
 Ship Type
Argentina
 Owning Nation or World

Movement	3	Radial Reflected	6	Radial Profile	-1
Screens	0	Lateral Reflected	11	Lateral Profile	+2
Radiated Signature	6	Targetting Computer	-2	Armor	3

Hull Hits



Power Plant Hits



Surface Fixture Hits

—Weapons—

1. x1	7.	13.
2. x1	8.	14.
3.	9.	15.
4.	10.	16.
5.	11.	17.
6.	12.	18.

—Active Sensors— **5**

Primary
Redundant

—Passive Sensors— **0**

Primary
Redundant

—TTAs and Submunitions—

1. TTA	12.
2. TTA	13.
3.	14.
4.	15.
5.	16.
6.	17.
7.	18.
8.	19.
9.	20.
10.	21.
11.	22.

Critical Hits

—Computer—

Primary

—Life Support—

—Drive—

—Hangar Deck—

—Missile Bay—

—Continuous—

—Tactical Action Center—

Active Operator

Passive Operator

Fire Control

Fire Control

—Bridge—

Captain

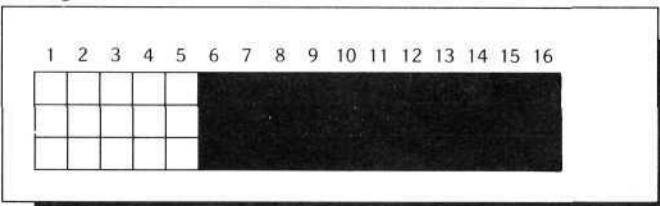
Navigator

Communications

Engineer

Computer

Damage Control



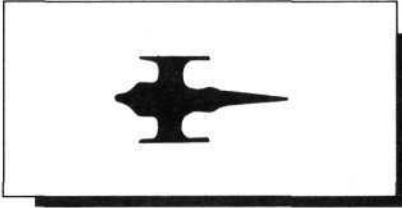
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Almirante Brown
 Ship Name
Destroyer
 Ship Type
Argentina
 Owning Nation or World

Movement	4	Radial Reflected	7	Radial Profile	-1
Screens	0	Lateral Reflected	10	Lateral Profile	+1
Radiated Signature	6	Targetting Computer	-1	Armor	2

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Minor
Major

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Inoperable

Surface Fixture Hits

--Weapons--												--TTAs and Subunits--																															
1. $\times 1 + 1$ dbl	2. $\times 1 + 1$ dbl	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	1. TTA	2. TTA	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.				
--Active Sensors--						--Passive Sensors--																																					
7						3																																					
Primary						Primary																																					
Redundant						Redundant																																					

Critical Hits

--Computer--												--Tactical Action Center--											
Primary												Active Operator											
												Fire Control											
												Passive Operator											
												Passive											
												Fire Control											
--Life Support--												--Bridge--											
--Drive--												Captain											
--Hangar Deck--												Navigator											
--Missile Bay--												Engineer											
--Continuous--												Communications											
												Computer											
												Engineer											

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

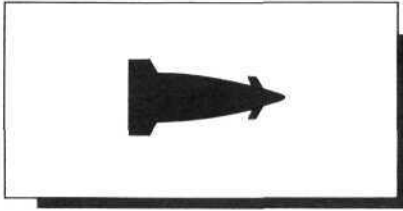
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Wombat
 Ship Name _____
Auxiliary Cruiser
 Ship Type _____
Great Britain
 Owning Nation or World _____

Movement	2	Radial Reflected	8	Radial Profile	0
Screens	0	Lateral Reflected	11	Lateral Profile	+1
Radiated Signature	4	Targetting Computer	-3	Armor	0

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Minor Major

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Inoperable

Surface Fixture Hits

—Weapons—

1. ×1 dbl		7.		13.	
2. ×1 dbl		8.		14.	
3.		9.		15.	
4.		10.		16.	
5.		11.		17.	
6.		12.		18.	

—TTAs and Submunitions—

1. TTA		12.	
2. TTA		13.	
3.		14.	
4.		15.	
5.		16.	
6.		17.	
7.		18.	
8.		19.	
9.		20.	
10.		21.	
11.		22.	

—Active Sensors—

Primary Redundant

—Passive Sensors—

Primary Redundant

Critical Hits

—Computer—

--	--	--	--	--	--	--	--

—Life Support—

—Drive—

--	--	--	--	--	--	--	--

—Hangar Deck—

--	--	--	--	--	--	--	--

—Missile Bay—

--	--	--	--	--	--	--	--

—Continuous—

--	--	--	--	--	--	--	--

—Tactical Action Center—

—Bridge—

Damage Control

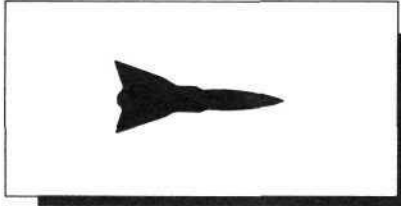
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Ordnance (record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Ipirange
 Ship Name _____
Frigate
 Ship Type _____
Brazil
 Owning Nation or World _____

Movement	4	Radial Reflected	4	Radial Profile	-2
Screens	0	Lateral Reflected	8	Lateral Profile	+1
Radiated Signature	3	Targetting Computer	-1	Armor	2

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Minor
Major

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Inoperable

Surface Fixture Hits

—Weapons—												—TTAs and Submunitions—																																															
1. $\times 1 + 1$												7.												13.												1.	TTA											12.											
2.												8.												14.												2.	Communicator											13.											
3.												9.												15.												3.	Communicator											14.											
4.												10.												16.												4.												15.											
5.												11.												17.												5.												16.											
6.												12.												18.												6.												17.											
																																				7.												18.											
																																				8.												19.											
																																				9.												20.											
																																				10.												21.											
																																				11.												22.											

—Active Sensors—						8	—Passive Sensors—						5				
Primary												Primary					
Redundant												Redundant					

Critical Hits

—Computer—										—Tactical Action Center—																				
Primary										Active Operator											Remote									
										Passive Operator																				
										Fire Control																				
										Remote																				
—Life Support—																														
—Drive—																														
—Hangar Deck—																														
—Missile Bay—																														
—Continuous—																														
										Captain										Engineer										
										Navigator									Computer											
										Communications																				

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

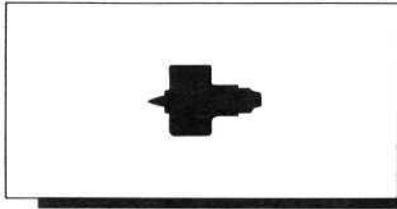
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Aconit _____
 Ship Name
Frigate _____
 Ship Type
France _____
 Owning Nation or World

Movement	3	Radial Reflected	4	Radial Profile	-1
Screens	0	Lateral Reflected	4	Lateral Profile	-1
Radiated Signature	4	Targeting Computer	+1	Armor	2

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Minor
Major

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Inoperable

Surface Fixture Hits

—Weapons—

1. ×1 dbl	7.	13.
2. ×1 dbl	8.	14.
3.	9.	15.
4.	10.	16.
5.	11.	17.
6.	12.	18.

—TTAs and Submunitions—

1. TTA	12.
2. TTA	13.
3. Communicator	14.
4. Communicator	15.
5.	16.
6.	17.
7.	18.
8.	19.
9.	20.
10.	21.
11.	22.

—Active Sensors—

7

Primary
Redundant

—Passive Sensors—

5

Primary
Redundant

Critical Hits

—Computer—

Primary							
---------	--	--	--	--	--	--	--

—Life Support—
—Drive—
—Hangar Deck—
—Missile Bay—
—Continuous—

--	--	--	--	--	--	--	--

—Tactical Action Center—

Active Operator	Remote						
Passive Operator	Remote						
Fire Control							
Fire Control							

—Bridge—

Captain	Engineer						
Navigator	Computer						
Communications							

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

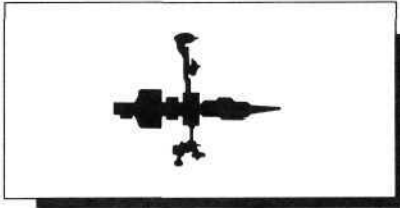
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Tunghu
 Ship Name _____
Missile Frigate
 Ship Type _____
Manchuria
 Owing Nation or World _____

Movement	4	Radial Reflected	6	Radial Profile	-2
Screens	0	Lateral Reflected	7	Lateral Profile	-1
Radiated Signature	1 ⁽⁴⁾	Targetting Computer	0	Armor	0

Hull Hits

<input type="checkbox"/>		Minor
<input type="checkbox"/>		Major
<input type="checkbox"/>		
<input type="checkbox"/>		

Power Plant Hits

<input type="checkbox"/>		Inoperable
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Surface Fixture Hits

--Weapons--						--TTAs and Subunits--					
1. <input checked="" type="checkbox"/> x1	<input type="checkbox"/>	7. <input type="checkbox"/>	<input type="checkbox"/>	13. <input type="checkbox"/>	<input type="checkbox"/>	1. TTA <input type="checkbox"/>	<input type="checkbox"/>	12. <input type="checkbox"/>	<input type="checkbox"/>		
2. <input checked="" type="checkbox"/> x1	<input type="checkbox"/>	8. <input type="checkbox"/>	<input type="checkbox"/>	14. <input type="checkbox"/>	<input type="checkbox"/>	2. TTA <input type="checkbox"/>	<input type="checkbox"/>	13. <input type="checkbox"/>	<input type="checkbox"/>		
3. <input type="checkbox"/>	<input type="checkbox"/>	9. <input type="checkbox"/>	<input type="checkbox"/>	15. <input type="checkbox"/>	<input type="checkbox"/>	3. Communicator <input type="checkbox"/>	<input type="checkbox"/>	14. <input type="checkbox"/>	<input type="checkbox"/>		
4. <input type="checkbox"/>	<input type="checkbox"/>	10. <input type="checkbox"/>	<input type="checkbox"/>	16. <input type="checkbox"/>	<input type="checkbox"/>	4. Communicator <input type="checkbox"/>	<input type="checkbox"/>	15. <input type="checkbox"/>	<input type="checkbox"/>		
5. <input type="checkbox"/>	<input type="checkbox"/>	11. <input type="checkbox"/>	<input type="checkbox"/>	17. <input type="checkbox"/>	<input type="checkbox"/>	5. Communicator <input type="checkbox"/>	<input type="checkbox"/>	16. <input type="checkbox"/>	<input type="checkbox"/>		
6. <input type="checkbox"/>	<input type="checkbox"/>	12. <input type="checkbox"/>	<input type="checkbox"/>	18. <input type="checkbox"/>	<input type="checkbox"/>	6. Communicator <input type="checkbox"/>	<input type="checkbox"/>	17. <input type="checkbox"/>	<input type="checkbox"/>		
						7. <input type="checkbox"/>	<input type="checkbox"/>	18. <input type="checkbox"/>	<input type="checkbox"/>		
						8. <input type="checkbox"/>	<input type="checkbox"/>	19. <input type="checkbox"/>	<input type="checkbox"/>		
						9. <input type="checkbox"/>	<input type="checkbox"/>	20. <input type="checkbox"/>	<input type="checkbox"/>		
						10. <input type="checkbox"/>	<input type="checkbox"/>	21. <input type="checkbox"/>	<input type="checkbox"/>		
						11. <input type="checkbox"/>	<input type="checkbox"/>	22. <input type="checkbox"/>	<input type="checkbox"/>		

--Active Sensors--		13	--Passive Sensors--		10
Primary	<input type="checkbox"/>	<input type="checkbox"/>	Primary	<input type="checkbox"/>	<input type="checkbox"/>
Redundant	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Redundant	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Critical Hits

--Computer--		--Tactical Action Center--							
Primary	<input type="checkbox"/>	Active Operator	<input type="checkbox"/>	Remote	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Passive Operator	<input type="checkbox"/>	Remote	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Fire Control	<input type="checkbox"/>	Remote	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Fire Control	<input type="checkbox"/>	Remote	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--Life Support--	<input type="checkbox"/>								
--Drive--	<input type="checkbox"/>								
--Hangar Deck--	<input type="checkbox"/>								
--Missile Bay--	<input type="checkbox"/>								
--Continuous--	<input type="checkbox"/>								
		--Bridge--							
		Captain	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Navigator	<input type="checkbox"/>	Computer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Communications	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
<input 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"/>	<input 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"/>	<input 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"/>	<input 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"/>	<input 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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

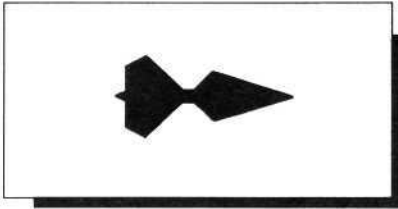
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	<input type="checkbox"/>

Ship Status Sheet



FS-17A
 Ship Name _____
Fighter
 Ship Type _____
America
 Owning Nation or World _____

Movement	7	Radial Reflected	5	Radial Profile	-2
Screens	0	Lateral Reflected	3	Lateral Profile	-1
Radiated Signature	1 (4)	Targetting Computer	0	Armor	8

Hull Hits

																				Minor
																				Major

Power Plant Hits

																				Inoperable
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	------------

Surface Fixture Hits

—Weapons—												—TTAs and Submunitions—																																				
1. $\times 2 + 1$	7.		13.		1.		12.		2.		13.		3.		14.		4.		15.		5.		16.		6.		17.		7.		18.		8.		19.		9.		20.		10.		21.		11.		22.	
—Active Sensors—												—Passive Sensors—																																				
5												5																																				
Primary												Primary																																				
Redundant												Redundant																																				

Critical Hits

—Computer—										—Tactical Action Center—									
Primary										Active Operator									
										Passive Operator									
—Life Support—										—Bridge—									
—Drive—										Captain									
—Hangar Deck—										Engineer									
—Missile Bay—										Navigator									
—Continuous—										Communications									

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

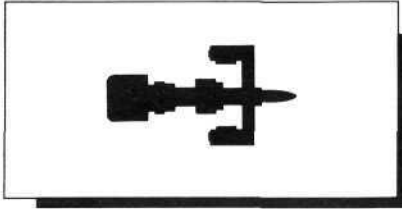
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

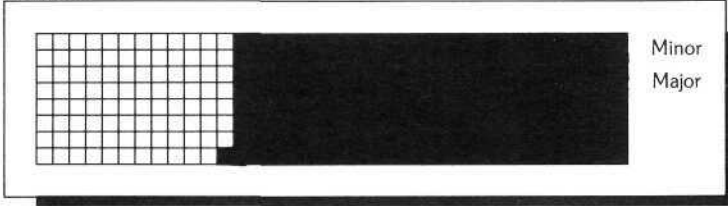
Ship Status Sheet



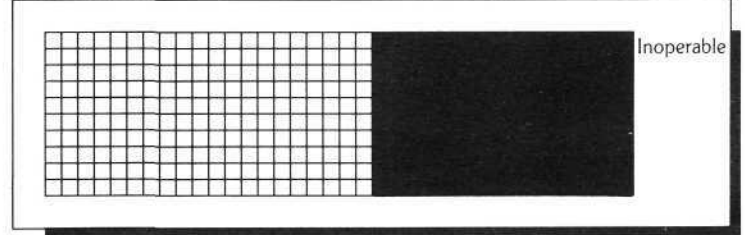
Suffren
 Ship Name _____
Cruiser
 Ship Type _____
France
 Owning Nation or World _____

Movement **7** Radial Reflected **4** Radial Profile **-2**
 Screens **4** Lateral Reflected **11** Lateral Profile **+3**
 Radiated Signature **4(7)** Targetting Computer **+2** Armor **5**

Hull Hits



Power Plant Hits



Surface Fixture Hits

—Weapons—

1. ×1 dbl	7. ×1 dbl	13. ×1 dbl
2. ×1 dbl	8. ×1 dbl	14. ×1 dbl
3. ×1 dbl	9. ×1 dbl	15. ×1 dbl
4. ×1 dbl	10. ×1 dbl	16. ×1 dbl
5. ×1 dbl	11. ×1 dbl	17. ×1 dbl
6. ×1 dbl	12. ×1 dbl	18. ×1 dbl

—TTAs and Submunitions—

1. Ritage-2 Pack	<input type="checkbox"/>	12. <input type="checkbox"/>
2. Ritage-1 Pack	<input type="checkbox"/>	13. <input type="checkbox"/>
3. Communicator	<input type="checkbox"/>	14. <input type="checkbox"/>
4. Communicator	<input type="checkbox"/>	15. <input type="checkbox"/>
5. Communicator	<input type="checkbox"/>	16. <input type="checkbox"/>
6. <input type="checkbox"/>	<input type="checkbox"/>	17. <input type="checkbox"/>
7. <input type="checkbox"/>	<input type="checkbox"/>	18. <input type="checkbox"/>
8. <input type="checkbox"/>	<input type="checkbox"/>	19. <input type="checkbox"/>
9. <input type="checkbox"/>	<input type="checkbox"/>	20. <input type="checkbox"/>
10. <input type="checkbox"/>	<input type="checkbox"/>	21. <input type="checkbox"/>
11. <input type="checkbox"/>	<input type="checkbox"/>	22. <input type="checkbox"/>

—Active Sensors— **13**

Primary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Redundant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

—Passive Sensors— **10**

Primary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Redundant	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Critical Hits

—Computer—

Primary	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<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"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

—Drive—

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

—Hangar Deck—

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

—Missile Bay—

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<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"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

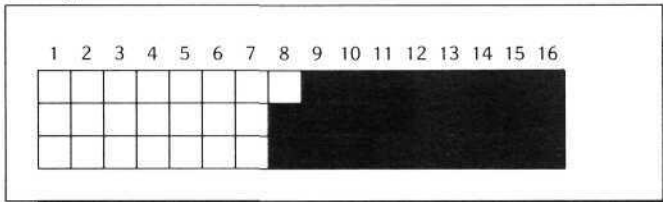
—Tactical Action Center—

Active Operator	<input type="checkbox"/>	Flight Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>
Passive Operator	<input type="checkbox"/>	Remote	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>
Flight Control	<input type="checkbox"/>	Remote	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>
Flight Control	<input type="checkbox"/>	Remote	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	Fire Control	<input type="checkbox"/>	+7 FC	<input type="checkbox"/>

—Bridge—

Captain	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>
Navigator	<input type="checkbox"/>	Computer	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>
Communications	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Engineer	<input type="checkbox"/>	Computer	<input type="checkbox"/>

Damage Control



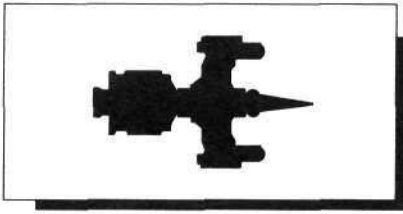
Ordnance

(record ordnance load and type)

Crew

Comfort **0**
 Crew Quality

Ship Status Sheet



Konstantine
 Ship Name _____
Cruiser
 Ship Type _____
Ukraine
 Owning Nation or World _____

Movement	6	Radial Reflected	7	Radial Profile	0
Screens	3	Lateral Reflected	9	Lateral Profile	+1
Radiated Signature	5 ⁽⁶⁾	Targetting Computer	+1	Armor	4

Hull Hits

															Minor Major

Power Plant Hits

															Inoperable

Surface Fixture Hits

—Weapons—						—TTAs and Subunits—																																											
1. $\times 2 + 1$		7. $\times 2 + 1$		13. $\times 2 + 1$		1. TTA		12. TTA		2. TTA		13. TTA		3. TTA		14. TTA		4. TTA		15. TTA		5. TTA		16. TTA		6. TTA		17. TTA		7. TTA		18. TTA		8. TTA		19. TTA		9. TTA		20. TTA		10. TTA		21. Communicator		11. TTA		22. Communicator	
—Active Sensors—						—Passive Sensors—																																											
10						5																																											
Primary						Primary																																											
Redundant						Redundant																																											

Critical Hits

—Computer—				—Tactical Action Center—									
Primary				Active Operator		Fire Control		Fire Control		Fire Control		Fire Control	
—Life Support—				Passive Operator		Fire Control		Fire Control		Fire Control		Fire Control	
—Drive—				Fire Control		Fire Control		Fire Control		Fire Control		Fire Control	
—Hangar Deck—				Fire Control		Fire Control		Fire Control		Fire Control		Fire Control	
—Missile Bay—				Fire Control		Fire Control		Fire Control		Fire Control		Fire Control	
—Continuous—				—Bridge—									
				Captain		Engineer		Engineer		Computer			
				Navigator		Computer		Engineer		Computer			
				Communications		Engineer		Engineer		Computer			

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

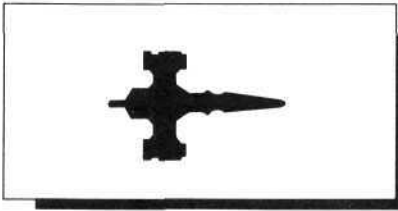
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Kiev
 Ship Name _____
Destroyer
 Ship Type _____
Ukraine
 Owing Nation or World _____

Movement	5	Radial Reflected	5	Radial Profile	-1
Screens	2	Lateral Reflected	6	Lateral Profile	-1
Radiated Signature	2 ₍₄₎	Targeting Computer	+1	Armor	4

Hull Hits

1-16	17-32	Minor Major
------	-------	----------------

Power Plant Hits

1-16	Inoperable
------	------------

Surface Fixture Hits

--Weapons--				--TTAs and Submunitions--			
1. $\times 2 + 1$	7.	13.	19.	1. TTA	12.	18.	24.
2. $\times 2 + 1$	8.	14.	20.	2. TTA	13.	19.	25.
3. $\times 2 + 1$	9.	15.	21.	3. TTA	14.	20.	26.
4. $\times 2 + 1$	10.	16.	22.	4. TTA	15.	21.	27.
5. $\times 2 + 1$	11.	17.	23.	5. TTA	16.	22.	28.
6.	12.	18.	24.	6. Communicator	17.	23.	29.
				7. Communicator	18.	24.	30.
				8. Communicator	19.	25.	31.
				9.	20.	26.	32.
				10.	21.	27.	33.
				11.	22.	28.	34.

--Active Sensors-- **10** --Passive Sensors-- **5**

Primary Redundant Primary Redundant

Critical Hits

Primary	--Computer--	Active Operator	Fire Control	Remote	--Tactical Action Center--	
		Passive Operator	Fire Control	Remote		
--Life Support--		Fire Control	Fire Control			
--Drive--		Fire Control	Remote			
--Hangar Deck--						
--Missile Bay--		Captain	Engineer	Computer	--Bridge--	
--Continuous--		Navigator	Computer			
		Communications	Engineer			

Damage Control:

1-16	
------	--

Ordnance
 (record ordnance load and type)

Crew

Comfort **0**

Crew Quality

Ship Status Sheet



Gustav
 Ship Name _____
Fighter
 Ship Type _____
Germany
 Owning Nation or World _____

Movement	9	Radial Reflected	4	Radial Profile	-3
Screens	0	Lateral Reflected	4	Lateral Profile	-2
Radiated Signature	3 ⁽⁴⁾	Targetting Computer	0	Armor	1

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Minor												Major									

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Inoperable																					

Surface Fixture Hits

—Weapons—												—TTAs and Submunitions—									
1. $\times 2 + 1$ dbl	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.
—Active Sensors—												—Passive Sensors—									
Primary												Primary									
Redundant												Redundant									

Critical Hits

—Computer—												—Tactical Action Center—									
Primary												Active Operator									
—Life Support—												Passive Operator									
—Drive—												—Bridge—									
—Hangar Deck—												Captain									
—Missile Bay—												Engineer									
—Continuous—												Navigator									
												Communications									

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
[Redacted]															

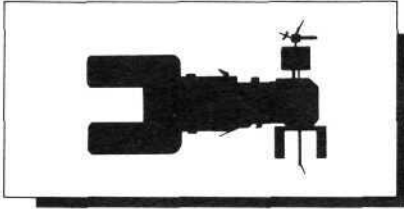
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Bismark
 Ship Name _____
Battlecruiser
 Ship Type _____
Germany
 Owing Nation or World _____

Movement	6	Radial Reflected	8	Radial Profile	+2
Screens	5	Lateral Reflected	7	Lateral Profile	+2
Radiated Signature	4 ⁽⁷⁾	Targetting Computer	+2	Armor	6

Hull Hits

																				Minor
																				Major

Power Plant Hits

																				Inoperable
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	------------

Surface Fixture Hits

—Weapons—										—TTAs and Submunitions—																																																																					
1. $\times 3 - 2$		7. $\times 2 + 1$ dbl		13.		1. TTA		12.		2. $\times 3 - 2$		8. $\times 2 + 1$ dbl		14.		2. TTA		13.		3. $\times 3 - 2$		9. $\times 2 + 1$ dbl		15.		3. TTA		14.		4. $\times 3 - 2$		10. $\times 2 + 1$ dbl		16.		4. TTA		15.		5. $\times 3 - 2$		11.		17.		5. TTA		16.		6. $\times 3 - 2$		12.		18.		6. TTA		17.		7. Communicator		18.		8. Communicator		19.		9.		20.		10.		21.		11.		22.	
—Active Sensors—					—Passive Sensors—																																																																										
Primary					Primary																																																																										
Redundant					Redundant																																																																										

Critical Hits

—Computer—										—Tactical Action Center—									
Primary										Active Operator									
—Life Support—										Passive Operator									
—Drive—										Remote									
—Hangar Deck—										Remote									
—Missile Bay—										Captain									
—Continuous—										Navigator									
										Communications									
										—Bridge—									
										Engineer									
										Computer									
										Engineer									
										Computer									

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

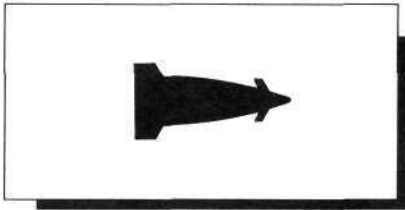
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Electra 917
 Ship Name _____
Passenger Liner
 Ship Type _____
Civilian
 Owning Nation or World _____

Movement	3	Radial Reflected	10	Radial Profile	-1
Screens	0	Lateral Reflected	11	Lateral Profile	+1
Radiated Signature	2	Targetting Computer	0	Armor	0

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Minor												Major									

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Inoperable																					

Surface Fixture Hits

--Weapons--												--TTAs and Subunits--																											
1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.
--Active Sensors--												--Passive Sensors--																											
Primary												Primary																											
Redundant												Redundant																											

Critical Hits

Primary	--Computer--										Active Operator	--Tactical Action Center--									
											Passive Operator										
--Life Support--	--Life Support--																				
--Drive--																					
--Hangar Deck--																					
--Missile Bay--																					
--Continuous--																					
											Captain	--Bridge--									
											Navigator										
											Communications										
											Engineer										
											Computer										

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
[Damage Control Status]															

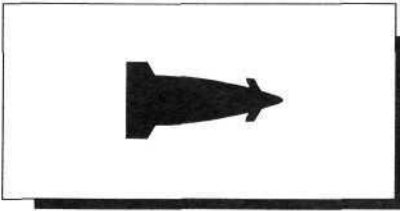
Ordnance

(record ordnance load and type)

Crew

Comfort	+1
Crew Quality	

Ship Status Sheet



Goethe
 Ship Name
Passenger Liner
 Ship Type
Civilian
 Owning Nation or World

Movement	3	Radial Reflected	10	Radial Profile	-1
Screens	0	Lateral Reflected	11	Lateral Profile	+1
Radiated Signature	2	Targetting Computer	0	Armor	0

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Minor
Major

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Inoperable

Surface Fixture Hits

—Weapons—

1	2	3	4	5	6	7	8	9	10	11	12

—TTAs and Subunits—

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

—Active Sensors—

Primary	Redundant
---------	-----------

—Passive Sensors—

5

Critical Hits

<p>—Computer—</p> <table border="1"> <tr><td>Primary</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Primary								<p>—Tactical Action Center—</p> <table border="1"> <tr><td>Active Operator</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Passive Operator</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Active Operator								Passive Operator								<p>—Life Support—</p> <table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																	<p>—Bridge—</p> <table border="1"> <tr><td>Captain</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Navigator</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Communications</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Engineer</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Computer</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	Captain								Navigator								Communications								Engineer								Computer							
Primary																																																																																			
Active Operator																																																																																			
Passive Operator																																																																																			
Captain																																																																																			
Navigator																																																																																			
Communications																																																																																			
Engineer																																																																																			
Computer																																																																																			

Damage Control

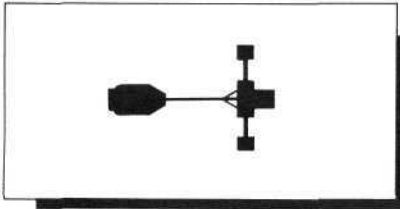
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Ordnance
 (record ordnance load and type)

Crew

Comfort	+1
Crew Quality	

Ship Status Sheet



Nafasi
 Ship Name _____
Survey Ship
 Ship Type _____
Azania
 Owning Nation or World _____

Movement	3	Radial Reflected	15	Radial Profile	+5
Screens	0	Lateral Reflected	15	Lateral Profile	+7
Radiated Signature	2	Targeting Computer	0	Armor	0

Hull Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Minor
Major

Power Plant Hits

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	

Inoperable

Surface Fixture Hits

--Weapons--						--TTAs and Submunitions--																											
1	2	3	4	5	6	7	8	9	10	11	12	1. Communicator	2. Communicator	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.
--Active Sensors--						--Passive Sensors--																											
Primary						Primary																											
Redundant						Redundant																											

Critical Hits

--Computer--		--Tactical Action Center--	
Primary		Active Operator	
		Passive Operator	
		Remote	
		Remote	
--Life Support--		--Bridge--	
Drive		Captain	
Hangar Deck		Navigator	
Missile Bay		Communications	
Continuous		Engineer	
		Computer	

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

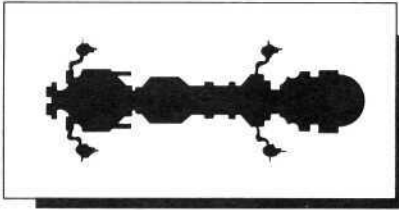
Ordnance

(record ordnance load and type)

Crew

Comfort	-1
Crew Quality	

Ship Status Sheet



Alpha
 Ship Name _____
Battleship
 Ship Type _____
Kafer
 Owning Nation or World _____

Movement	4	Radial Reflected	11	Radial Profile	+2
Screens	7	Lateral Reflected	15	Lateral Profile	+4
Radiated Signature	7	Targetting Computer	+3	Armor	9

Hull Hits

										Minor									
										Major									

Power Plant Hits

Inoperable																			
------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Surface Fixture Hits

--Weapons--												--TTAs and Subunits--																																																						
1. $\times 3$	2. $\times 3$		3. $\times 3$		4. $\times 3$		5. $\times 1 + 1$		6. $\times 1 + 1$		7. $\times 1 + 1$	8. $\times 1 + 1$	9. $\times 1 + 1$	10. $\times 1 + 1$	11. $\times 1 + 1$	12. $\times 1 + 1$	13. $\times 1 + 1$	14. $\times 1 + 1$	15. $\times 1 + 1$	16. $\times 1 + 1$	17. $\times 1 + 1$	18. $\times 1 + 1$	1. Communicator		12.		2. Communicator		13.		3.		14.		4.		15.		5.		16.		6.		17.		7.		18.		8.		19.		9.		20.		10.		21.		11.		22.	
--Active Sensors--												--Passive Sensors--																																																						
Primary												Primary																																																						
Redundant												Redundant																																																						

Critical Hits

--Computer--										--Tactical Action Center--									
Primary										Active Operator									
--Life Support--										Passive Operator									
--Drive--										Remote									
--Hangar Deck--										Remote									
--Missile Bay--										Captain									
--Continuous--										Navigator									
										Communications									
										--Bridge--									

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
								Minor							
								Major							

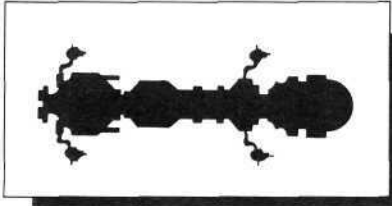
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Alpha
 Ship Name _____
Improved Battleship
 Ship Type _____
Kafer
 Owing Nation or World _____

Movement	4	Radial Reflected	11	Radial Profile	+2
Screens	9	Lateral Reflected	15	Lateral Profile	+4
Radiated Signature	7	Targetting Computer	+3	Armor	9

Hull Hits

1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100
Minor	Major								

Power Plant Hits

1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100
Inoperable									

Surface Fixture Hits

--Weapons--						--TTAs and Submunitions--																																	
1. x3	2. x3	3. x3	4. x3	5. x1 +1	6. x1 +1	7. x1 +1	8. x1 +1	9. x1 +1	10. x1 +1	11. x1 +1	12. x1 +1	13. x1 +1	14. x1 +1	15. x1 +1	16. x1 +1	17. x1 +1	18. x1 +1	1. Communicator	2. Communicator	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.
--Active Sensors--						--Passive Sensors--																																	
Primary						Primary																																	
Redundant						Redundant																																	

Critical Hits

Primary	--Computer--	Active Operator	Fire Control	Fire Control	Fire Control	Fire Control
--Life Support--		Passive Operator	Fire Control	Fire Control	Fire Control	Fire Control
--Drive--		Remote	Fire Control	Fire Control	Fire Control	Fire Control
--Hangar Deck--		Remote	Fire Control	Fire Control	Fire Control	+3 FC
--Missile Bay--		--Bridge--				
--Continuous--		Captain	Engineer	Engineer	Computer	
		Navigator	Computer	Engineer	Computer	
		Communications	Engineer	Engineer	Computer	

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

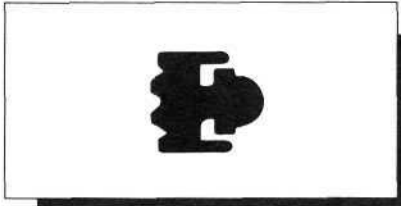
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Foxtrot
 Ship Name _____
Fighter
 Ship Type _____
Kafer
 Owing Nation or World _____

Movement	6	Radial Reflected	2	Radial Profile	-3
Screens	0	Lateral Reflected	4	Lateral Profile	-2
Radiated Signature	4	Targetting Computer	+2	Armor	6

Hull Hits

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	Minor	Major
[Grid with 1 hit in cell 1]																															

Power Plant Hits

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	Inoperable
[Grid with 1 hit in cell 1]																														

Surface Fixture Hits

--Weapons--												--TTAs and Submunitions--																	
1. $\times 1 + 1$ dbl	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.
[Weapons grid]												[TTAs and Submunitions grid]																	
--Active Sensors--												--Passive Sensors--																	
Primary [] Redundant []												Primary [] Redundant []																	
8												10																	

Critical Hits

--Computer--												--Tactical Action Center--											
Primary []												Active Operator [] Passive Operator []											
--Life Support--												--Bridge--											
--Drive--												Captain [] Engineer []											
--Hangar Deck--												Navigator [] Computer []											
--Missile Bay--												Communications []											
--Continuous--																							

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
[Grid with 1 hit in cell 1]															

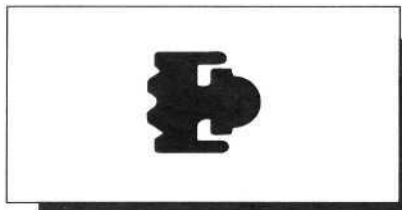
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	[]

Ship Status Sheet



Golf
 Ship Name _____
Fighter
 Ship Type _____
Kafer
 Owning Nation or World _____

Movement	7	Radial Reflected	2	Radial Profile	-3
Screens	0	Lateral Reflected	4	Lateral Profile	-2
Radiated Signature	3	Targetting Computer	+3	Armor	8

Hull Hits

<input type="checkbox"/>	<input type="checkbox"/>	Minor Major
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	

Power Plant Hits

<input type="checkbox"/>	<input type="checkbox"/>	Inoperable
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	

Surface Fixture Hits

—Weapons—						—TTAs and Submunitions—					
1. x2	<input type="checkbox"/>	7.	<input type="checkbox"/>	13.	<input type="checkbox"/>	1.	<input type="checkbox"/>	12.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2.	<input type="checkbox"/>	8.	<input type="checkbox"/>	14.	<input type="checkbox"/>	2.	<input type="checkbox"/>	13.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3.	<input type="checkbox"/>	9.	<input type="checkbox"/>	15.	<input type="checkbox"/>	3.	<input type="checkbox"/>	14.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.	<input type="checkbox"/>	10.	<input type="checkbox"/>	16.	<input type="checkbox"/>	4.	<input type="checkbox"/>	15.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5.	<input type="checkbox"/>	11.	<input type="checkbox"/>	17.	<input type="checkbox"/>	5.	<input type="checkbox"/>	16.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6.	<input type="checkbox"/>	12.	<input type="checkbox"/>	18.	<input type="checkbox"/>	6.	<input type="checkbox"/>	17.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	7.	<input type="checkbox"/>	18.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	8.	<input type="checkbox"/>	19.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	9.	<input type="checkbox"/>	20.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	10.	<input type="checkbox"/>	21.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	11.	<input type="checkbox"/>	22.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

—Active Sensors—		10	—Passive Sensors—		10
Primary	<input type="checkbox"/>		Primary	<input type="checkbox"/>	
Redundant	<input type="checkbox"/>		Redundant	<input type="checkbox"/>	

Critical Hits

—Computer—		—Tactical Action Center—			
Primary	<input type="checkbox"/>	Active Operator	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	Passive Operator	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
—Life Support—	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
—Drive—	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
—Hangar Deck—	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
—Missile Bay—	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
—Continuous—	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	—Bridge—			
	<input type="checkbox"/>	Captain	<input type="checkbox"/>	Engineer	<input type="checkbox"/>
	<input type="checkbox"/>	Navigator	<input type="checkbox"/>	Computer	<input type="checkbox"/>
	<input type="checkbox"/>	Communications	<input type="checkbox"/>		<input type="checkbox"/>

Damage Control

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
<input 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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	<input type="checkbox"/>

