SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name: | Ship Type: ***Victory*-class Battleship** 1of2 | Owner: **Britain**

ID Number | Movement **6** | Crew Comfort **0** | Crew Quality | Targetting Computer **+2** | Armor **7** | Screens **6** | Radial Profile **+2** | Lateral Profile **+2**

ORDNANCE LOAD

48 Ritage-2 missiles
144 Grapeshoot submunitions
36 WDS-S14 submunitions
2 HD-5 Drone
3 *Harrier*-class fighters
6 *Commando*-class landers
(launch 1 fighter / 5 turns)
(launch 2 landers / 5 turns)

DETECTION

Radiated Signature versus Passive Sensor
Masked **5 (4)** | No Mask **8 (7)**

Reflected Signature versus Active Sensor
Radial **2** | Lateral **7**

		primary	redundant
Active Sensor	**16**		
Active Sensor	**16**		
Passive Sensor	**10**		
Passive Sensor	**10**		

DAMAGE

Hull Hits

Minor	**45**	
Major	**90**	
Destroyed	**179**	

Power Plant Hits (Once the last remaining power plant is inoperable, the ship goes to 'All Stop'

	Plant 1		Plant 2		Plant 3	
Inoperable	**22**		**22**			
Destroyed	**110**		**110**			

SURFACE FIXTURE HITS

Turret 1 x3 -2 dbl	Turret 7 x2+1 dbl	Turret 13 x2+1 dbl	Turret 19	Turret 25
Turret 2 x3 -2 dbl	Turret 8 x2+1 dbl	Turret 14 x2+1 dbl	Turret 20	Turret 26
Turret 3 x3 -2 dbl	Turret 9 x2+1 dbl	Turret 15 x2+1 dbl	Turret 21	Turret 27
Turret 4 x3 -2 dbl	Turret 10 x2+1 dbl	Turret 16 x2+1 dbl	Turret 22	Turret 28
Turret 5 x2+1 dbl	Turret 11 x2+1 dbl	Turret 17 x2+1 dbl	Turret 23	Turret 29
Turret 6 x2+1 dbl	Turret 12 x2+1 dbl	Turret 18 x2+1 dbl	Turret 24	Turret 30

TTAs, PAKS, SUBMUNITIONS

1	Grapeshot Dispenser	
2	Grapeshot Dispenser	
3	Grapeshot Dispenser	
4	Grapeshot Dispenser	
5	Grapeshot Dispenser	
6	Grapeshot Dispenser	
7	WDS-S14	
8	WDS-S14	
9	WDS-S14	
10	WDS-S14	
11	WDS-S14	
12	WDS-S14	

CRITICAL HITS

Computer System
Life Support
Drive
Continuous
Hanger Deck 1
Hanger Deck 2
Hanger Deck 3
Hanger Deck 4
Missile Bay 1
Missile Bay 2
Missile Bay 3
Missile Bay 4
Drone Bay 1
Drone Bay 2

SHIP BRIDGE

Captain	Computer
Navigator	Computer
Communications	Computer
Communications	Computer
Communications	Computer
Communications	Computer
Engineering	
Engineering	
Engineering	
Engineering	
Engineering	
Engineering	
Computer	

FLAG BRIDGE

Senior Cmd Staff	Communications
Communications	Communications
Communications	Computer
Communications	Computer
Communications	Computer
Communications	Computer
Communications	Computer
Communications	Computer
Communications	Computer
Communications	Computer
Communications	
Communications	
Communications	
Communications	

Senior Cmd Staff
Senior Cmd Staff
Senior Cmd Staff
Senior Cmd Staff
Senior Cmd Staff
Senior Cmd Staff
Senior Cmd Staff

DAMAGE CONTROL

Created by Terry A. Kuchta, 1999

Based on a form by GDW.

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name | Ship Type: *Victory*-class Battleship 2of2 | Owner: Britain

ID Number | Movement | Crew Comfort | Crew Quality | Targetting Computer | Armor | Screens | Radial Profile | Lateral Profile

ORDNANCE LOAD

DETECTION

Radiated Signature versus Passive Sensor: Masked | No Mask

Reflected Signature versus Active Sensor: Radial | Lateral

	primary	redundant
Active Sensor		
Active Sensor		
Passive Sensor		
Passive Sensor		

DAMAGE

Hull Hits: Minor | Major | Destroyed

Power Plant Hits (Once the last remaining power plant is inoperable, the ship goes to 'All Stop'

	Plant 1	Plant 2	Plant 3
Inoperable			
Destroyed			

SURFACE FIXTURE HITS

Turret 31	Turret 37	Turret 43	Turret 49	Turret 55	
Turret 32	Turret 38	Turret 44	Turret 50	Turret 56	
Turret 33	Turret 39	Turret 45	Turret 51	Turret 57	
Turret 34	Turret 40	Turret 46	Turret 52	Turret 58	
Turret 35	Turret 41	Turret 47	Turret 53	Turret 59	
Turret 36	Turret 42	Turret 48	Turret 54	Turret 60	

TTAs, PAKS, SUBMUNITIONS

13	Communicator		
14	Communicator		
15	Communicator		
16	Communicator		
17	Communicator		
18	Communicator		
19	TTA	25	TTA
20	TTA	26	TTA
21	TTA	27	TTA
22	TTA	28	TTA
23	TTA	29	TTA
24	TTA	30	TTA

CRITICAL HITS

Computer System
Life Support
Drive
Continuous
Hanger Deck 1
Hanger Deck 2
Hanger Deck 3
Hanger Deck 4
Missile Bay 1
Missile Bay 2
Missile Bay 3
Missile Bay 4
Drone Bay 1
Drone Bay 2

TAC

Active Operator	Fire Control	Fire Control	Flight Controller
Active Operator	Fire Control	Fire Control	Flight Controller
Passive Operator	Fire Control	Fire Control	Flight Controller
Passive Operator	Fire Control	Fire Control	Flight Controller
Fire Control	Fire Control	Fire Control	Flight Controller
Fire Control	Fire Control	Fire Control	Flight Controller
Fire Control	Fire Control	Remote	Flight Controller
Fire Control	Fire Control	Remote	
Fire Control	Fire Control	Remote	
Fire Control	Fire Control	Remote	
Fire Control	Fire Control	Remote	
Fire Control	Fire Control	Remote	
Fire Control	Fire Control	Flight Controller	
Fire Control	Fire Control	Flight Controller	

DAMAGE CONTROL

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