

CC-1050/T2

0

Crew
Quality

Piedrabuena



Ship Name

Frigate

Ship Type

Argentina

Owning Nation or World

Movement

2

Radial
Reflected

6

Radial
Profile

0

Screens

O

Lateral
Reflected

6

Lateral
Profile

0

Radiated
Signature3₍₄₎

Targetting Computer

O

Armor

1

Hull Hits

Minor

Major

Power Plant Hits

Inoperable

Surface Fixture Hits

—Weapons—		—TTAs and Submunitions—	
1. $\times 1 + 0 \text{ dbl}$		7. _____	
2. $\times 1 + 0 \text{ dbl}$		8. _____	
3. $\times 3 + 0$		9. _____	
4. _____		10. _____	
5. _____		11. _____	
6. _____		12. _____	
—Active Sensors— Primary Redundant 7		—Passive Sensors— Primary Redundant 3	
1. TTA		12. _____	
2. TTA		13. _____	
3. TTA		14. _____	
4. Communicator		15. _____	
5. Communicator		16. _____	
6. _____		17. _____	
7. _____		18. _____	
8. _____		19. _____	
9. _____		20. _____	
10. _____		21. _____	
11. _____		22. _____	

Critical Hits

The diagram illustrates the Main Deck layout of the USS Zumwalt (DDG 1000). It is organized into several functional areas, each represented by a grid of squares:

- Primary:** A single row of 8 squares.
- Computer:** A single row of 8 squares.
- Life Support:** A 4x8 grid.
- Drive:** A 4x8 grid.
- Hangar Deck:** A 4x8 grid.
- Missile Bay:** A 4x8 grid.
- Continuous:** A 4x8 grid.
- Active Operator:** A single row of 8 squares.
- Passive Operator:** A single row of 8 squares.
- Fire Control:** A single row of 8 squares.
- Tactical Action Center:** A single row of 8 squares.
- Bridge:** A single row of 8 squares.
- Captain:** A single row of 8 squares.
- Navigator:** A single row of 8 squares.
- Communications:** A single row of 8 squares.

Damage Control

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

Ordnance

(record ordnance load and type)

(record ordnance load and type)

Crew

Comfort

0

Crew
Quality

0

Crew
Quality

Owning Nation or World

0

Minor
Major

[illegible]

—Weapons—

1. $\times 1$ _____

2. $\times 1$ _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

—Active Sensors—

Primary _____

Redundant _____

13

—Passive Sensors—

Primary _____

Redundant _____

10

—TTAs and Submunitions—

1. TTA _____

2. TTA _____

3. Communicator _____

4. Communicator _____

5. Communicator _____

6. Communicator _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

13. _____

14. _____

15. _____

16. _____

17. _____

18. _____

19. _____

20. _____

21. _____

22. _____

The diagram illustrates the layout of the USS Zumwalt (DDG 1000), showing the ship's deck and the tactical action center. The ship's deck is divided into sections: Primary, Life Support, Drive, Hangar Deck, Missile Bay, and Continuous. The tactical action center is located in the center of the ship, with a bridge and various support areas. The diagram shows the ship's profile with various sections labeled and the tactical action center layout.

Ship Deck Layout:

- Primary
- Life Support
- Drive
- Hangar Deck
- Missile Bay
- Continuous

Tactical Action Center Layout:

- Computer
- Active Operator
- Passive Operator
- Fire Control
- Fire Control
- Bridge
- Captain
- Navigator
- Communications
- Engineer
- Computer
- Engineer

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

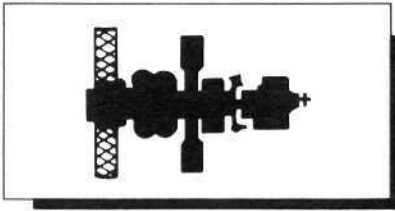
(record ordnance load and type)

0

Crew
Quality

Comfort	0
Crew Quality	

Ship Status Sheet



Ship Name

Ship Type

Owning Nation or World

4

0

4

5

6

0

- 1

+ 1

0

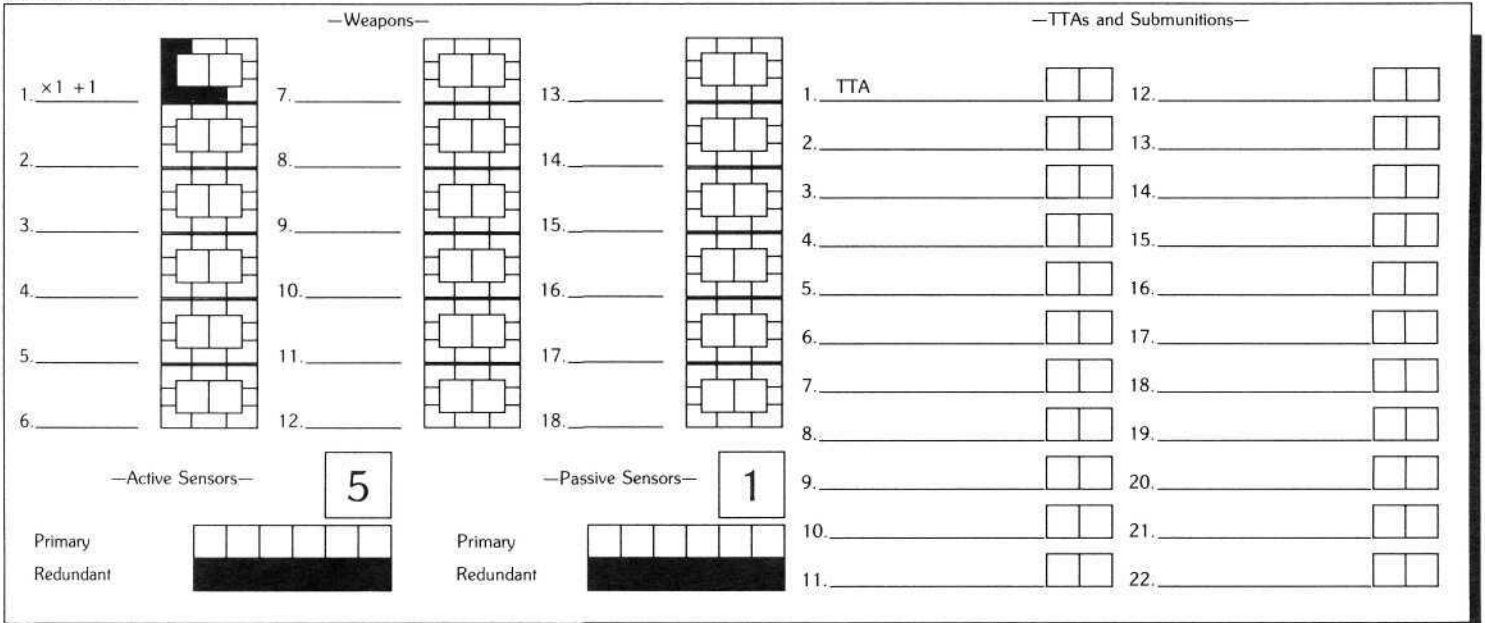
Hull Hits



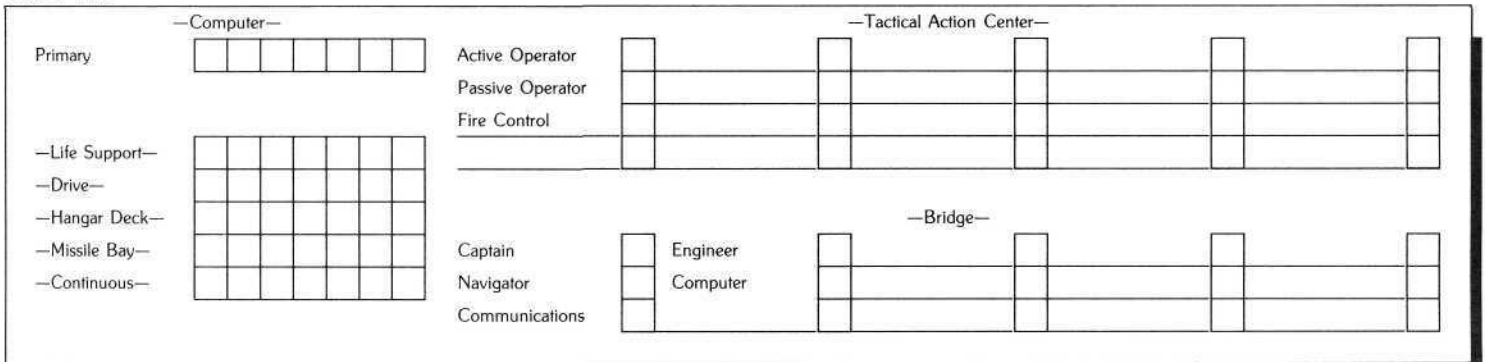
Power Plant Hits



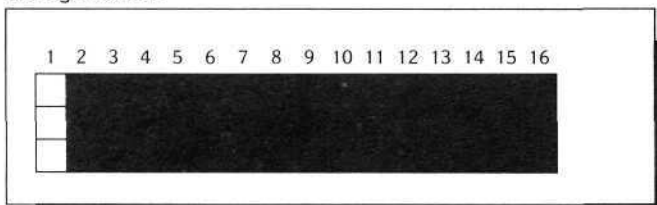
Surface Fixture Hits



Critical Hits

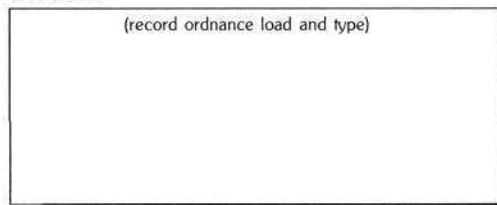


Damage Control



Ordnance

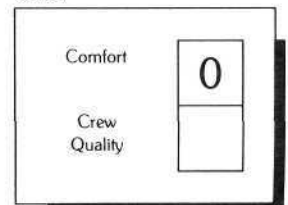
(record ordnance load and type)



Crew

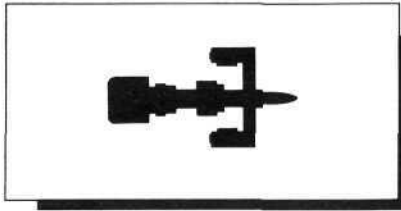
0

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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⁾	Targeting Computer	+2	Armor	5

Hull Hits

	Minor Major
---	----------------

Power Plant Hits

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

Surface Fixture Hits

—Weapons— <table border="0"> <tr><td>1. ☐ ×1 dbl</td><td> </td><td>7. ☐ ×1 dbl</td><td> </td></tr> <tr><td>2. ☐ ×1 dbl</td><td> </td><td>8. ☐ ×1 dbl</td><td> </td></tr> <tr><td>3. ☐ ×1 dbl</td><td> </td><td>9. ☐ ×1 dbl</td><td> </td></tr> <tr><td>4. ☐ ×1 dbl</td><td> </td><td>10. ☐ ×1 dbl</td><td> </td></tr> <tr><td>5. ☐ ×1 dbl</td><td> </td><td>11. ☐ ×1 dbl</td><td> </td></tr> <tr><td>6. ☐ ×1 dbl</td><td> </td><td>12. ☐ ×1 dbl</td><td> </td></tr> </table> —TTAs and Submunitions— <table border="0"> <tr><td>1. Ritage-2 Pack</td><td> </td><td>12. ☐</td><td> </td></tr> <tr><td>2. Ritage-1 Pack</td><td> </td><td>13. ☐</td><td> </td></tr> <tr><td>3. Communicator</td><td> </td><td>14. ☐</td><td> </td></tr> <tr><td>4. Communicator</td><td> </td><td>15. ☐</td><td> </td></tr> <tr><td>5. Communicator</td><td> </td><td>16. ☐</td><td> </td></tr> <tr><td>6. ☐</td><td> </td><td>17. ☐</td><td> </td></tr> <tr><td>7. ☐</td><td> </td><td>18. ☐</td><td> </td></tr> <tr><td>8. ☐</td><td> </td><td>19. ☐</td><td> </td></tr> <tr><td>9. ☐</td><td> </td><td>20. ☐</td><td> </td></tr> <tr><td>10. ☐</td><td> </td><td>21. ☐</td><td> </td></tr> <tr><td>11. ☐</td><td> </td><td>22. ☐</td><td> </td></tr> </table>				1. ☐ ×1 dbl		7. ☐ ×1 dbl		2. ☐ ×1 dbl		8. ☐ ×1 dbl		3. ☐ ×1 dbl		9. ☐ ×1 dbl		4. ☐ ×1 dbl		10. ☐ ×1 dbl		5. ☐ ×1 dbl		11. ☐ ×1 dbl		6. ☐ ×1 dbl		12. ☐ ×1 dbl		1. Ritage-2 Pack		12. ☐		2. Ritage-1 Pack		13. ☐		3. Communicator		14. ☐		4. Communicator		15. ☐		5. Communicator		16. ☐		6. ☐		17. ☐		7. ☐		18. ☐		8. ☐		19. ☐		9. ☐		20. ☐		10. ☐		21. ☐		11. ☐		22. ☐	
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—Active Sensors— <table border="0"> <tr><td>Primary</td><td> </td></tr> <tr><td>Redundant</td><td> </td></tr> </table>		Primary		Redundant		—Passive Sensors— <table border="0"> <tr><td>Primary</td><td> </td></tr> <tr><td>Redundant</td><td> </td></tr> </table>		Primary		Redundant																																																													
Primary																																																																							
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Critical Hits

—Computer— <table border="0"> <tr><td>Primary</td><td> </td></tr> </table>	Primary		—Tactical Action Center— <table border="0"> <tr> <td>Active Operator</td> <td>☐</td> <td>Flight Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> </tr> <tr> <td>Passive Operator</td> <td>☐</td> <td>Remote</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> </tr> <tr> <td>Flight Control</td> <td>☐</td> <td>Remote</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> </tr> <tr> <td>Flight Control</td> <td>☐</td> <td>Remote</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>Fire Control</td> <td>☐</td> <td>+ 7 FC</td> <td>☐</td> </tr> </table>	Active Operator	☐	Flight Control	☐	Fire Control	☐	Fire Control	☐	Fire Control	☐	Passive Operator	☐	Remote	☐	Fire Control	☐	Fire Control	☐	Fire Control	☐	Flight Control	☐	Remote	☐	Fire Control	☐	Fire Control	☐	Fire Control	☐	Flight Control	☐	Remote	☐	Fire Control	☐	Fire Control	☐	+ 7 FC	☐
Primary																																											
Active Operator	☐	Flight Control	☐	Fire Control	☐	Fire Control	☐	Fire Control	☐																																		
Passive Operator	☐	Remote	☐	Fire Control	☐	Fire Control	☐	Fire Control	☐																																		
Flight Control	☐	Remote	☐	Fire Control	☐	Fire Control	☐	Fire Control	☐																																		
Flight Control	☐	Remote	☐	Fire Control	☐	Fire Control	☐	+ 7 FC	☐																																		
—Life Support— <table border="0"> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> <tr><td> </td></tr> </table>						—Bridge— <table border="0"> <tr> <td>Captain</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Computer</td> <td>☐</td> </tr> <tr> <td>Navigator</td> <td>☐</td> <td>Computer</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Computer</td> <td>☐</td> </tr> <tr> <td>Communications</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Engineer</td> <td>☐</td> <td>Computer</td> <td>☐</td> </tr> </table>	Captain	☐	Engineer	☐	Engineer	☐	Engineer	☐	Computer	☐	Navigator	☐	Computer	☐	Engineer	☐	Engineer	☐	Computer	☐	Communications	☐	Engineer	☐	Engineer	☐	Engineer	☐	Computer	☐							
Captain	☐	Engineer	☐	Engineer	☐	Engineer	☐	Computer	☐																																		
Navigator	☐	Computer	☐	Engineer	☐	Engineer	☐	Computer	☐																																		
Communications	☐	Engineer	☐	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



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₎

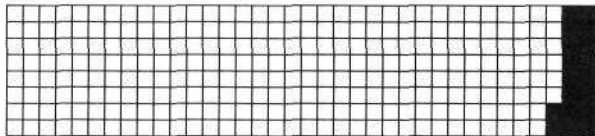
Targetting Computer

+1

Armor

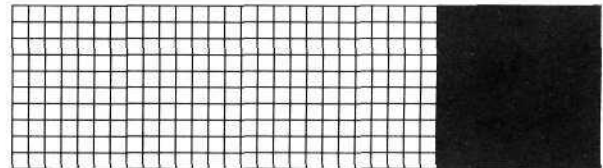
4

Hull Hits



Minor
Major

Power Plant Hits



Inoperable

Surface Fixture Hits

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

Critical Hits

—Computer—		—Tactical Action Center—							
Primary		Active Operator		Fire Control		Fire Control		Fire Control	
		Passive Operator		Fire Control		Fire Control		Fire Control	
		Fire Control		Fire Control		Fire Control		Fire Control	
		Fire Control		Fire Control		Fire Control		Fire Control	

—Life Support—		—Bridge—	
—Drive—		Captain	
—Hangar Deck—		Navigator	
—Missile Bay—		Communications	
—Continuous—			

Damage Control

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

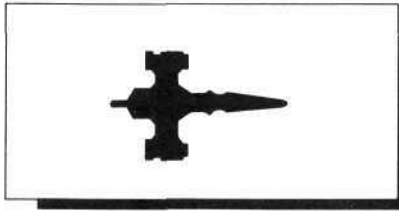
Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Ship Status Sheet



Kiev
 Ship Name _____
Destroyer
 Ship Type _____
Ukraine
 Owning 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

10x10 grid	Minor Major
------------	----------------

Power Plant Hits

10x10 grid	Inoperable
------------	------------

Surface Fixture Hits

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

Critical Hits

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

Damage Control:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
10x16 grid

Ordnance

(record ordnance load and type)

Crew

Comfort	0
Crew Quality	

Comfort	0
Crew Quality	

Ship Status Sheet

Ship Name

Ship Type

Owning Nation or World

3

1

6

6

7

+

1

C

4

Hull Hits

Minor

Major

Minor
Major

Power Plant Hits

Inoperable

Inoperable

Surface Fixture Hits

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

Critical Hits

The diagram illustrates the layout of the ship's deck, divided into several functional areas:

- Primary:** A horizontal row of 8 rectangular compartments.
- Life Support:** A 4x4 grid of 16 square compartments.
- Drive:** A single rectangular compartment.
- Hangar Deck:** A large rectangular area divided into a 4x4 grid of 16 square compartments.
- Missile Bay:** A single rectangular compartment.
- Continuous:** A single rectangular compartment.
- Computer:** A single rectangular compartment.
- Tactical Action Center:** A large rectangular area divided into a 4x4 grid of 16 square compartments.
- Bridge:** A large rectangular area divided into a 4x4 grid of 16 square compartments.

Damage Control

[illegible]

Ordnance

(record ordnance load and type)

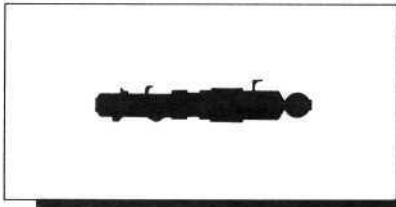
Crew

Comfort	0
Crew Quality	

O

+1

Ship Status Sheet



Anjou
Ship Name
Freighter
Ship Type
Civilian
Owning Nation or World

Movement	3	Radial Reflected	5	Radial Profile	-1
Screens	0	Lateral Reflected	10	Lateral Profile	+2
Radiated Signature	3	Targetting Computer	0	Armor	0

Hull Hits

		Minor
		Major

Power Plant Hits

		Inoperable
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Surface Fixture Hits

—Weapons—			—TTAs and Submunitions—		
1.	7.	13.	1.	12.	
2.	8.	14.	2.	13.	
3.	9.	15.	3.	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—			—Passive Sensors—		
Primary			Primary		
Redundant			Redundant		

Critical Hits

—Computer—		—Tactical Action Center—	
Primary	Active Operator	Passive Operator	
—Life Support—			
—Drive—			
—Hangar Deck—			
—Missile Bay—			
—Continuous—			
Captain		—Bridge—	
Navigator		Engineer	
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	+1
Crew Quality	

0

Ship Status Sheet

Ship Name

Ship Type

Owning Nation or World

Movement

Screens

Radiated Signature

Radial Reflected

Lateral Reflected

Targetting Computer

Radial Profile

Lateral Profile

Armor

Hull Hits

Minor

Major

Power Plant Hits

Inoperable

Surface Fixture Hits

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

17.

18.

—Weapons—

—Active Sensors—

Primary

Redundant

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

17.

18.

19.

20.

21.

22.

—TTAs and Submunitions—

—Passive Sensors—

Primary

Redundant

—Computer—

Primary

—Life Support—

—Drive—

—Hangar Deck—

—Missile Bay—

—Continuous—

Active Operator

Passive Operator

Captain

Navigator

Communications

Engineer

Computer

—Tactical Action Center—

—Bridge—

Critical Hits

Primary

—Computer—

—Life Support—

—Drive—

—Hangar Deck—

—Missile Bay—

—Continuous—

Active Operator

Passive Operator

Captain

Navigator

Communications

Engineer

Computer

—Tactical Action Center—

—Bridge—

Damage Control

1

2

3

4

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13

14

15

16

Ordnance

(record ordnance load and type)

Crew

Comfort

Crew Quality

Ship Status Sheet

Ship Name

Ship Type

Owning Nation or World

Movement

Screens

Radiated Signature

Radial Reflected

Lateral Reflected

Targetting Computer

Radial Profile

Lateral Profile

Armor

Hull Hits

Minor

Major

Power Plant Hits

Inoperable

Surface Fixture Hits

1.

2.

3.

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16.

17.

18.

—Weapons—

—Active Sensors—

Primary

Redundant

—TTAs and Submunitions—

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22.

—Passive Sensors—

Primary

Redundant

Critical Hits

Primary

—Computer—

—Life Support—

—Drive—

—Hangar Deck—

—Missile Bay—

—Continuous—

Active Operator

Passive Operator

Captain

Navigator

Communications

—Tactical Action Center—

Engineer

Computer

—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

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22.

—Active Sensors—

Primary

Redundant

—Passive Sensors—

Primary

Redundant

Critical Hits

Primary

—Life Support—

—Drive—

—Hangar Deck—

—Missile Bay—

—Continuous—

—Computer—

Active Operator

Passive Operator

Captain

Navigator

Communications

—Tactical Action Center—

—Bridge—

Engineer

Computer

Damage Control

12345678910111213141516

Ordnance

(record ordnance load and type)

Crew

Comfort

Crew Quality

Ship Status Sheet

Ship Name

Ship Type

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—Weapons—

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Redundant

Critical Hits

Primary

—Computer—

—Life Support—

—Drive—

—Hangar Deck—

—Missile Bay—

—Continuous—

Active Operator

Passive Operator

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Computer

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Damage Control

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Ordnance

(record ordnance load and type)

Crew

Comfort

Crew Quality