

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

Ship Name <input style="width: 90%;" type="text"/>	Ship Type <b>Nelson-class Cruiser</b>	Owner <b>Britain</b>
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ID Number <input style="width: 40%;" type="text"/>	Movement <b>6</b>	Crew Comfort <b>0</b>	Crew Quality <input style="width: 40%;" type="text"/>	Targetting Computer <b>+1</b>	Armor <b>3</b>	Screens <b>2</b>	Radial Profile <b>0</b>	Lateral Profile <b>+3</b>
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O R D N A N D C E	10 Ritage-2 missiles	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor <b>10</b>	primary <input type="checkbox"/>	redundant <input type="checkbox"/>
	2 Commandc-class landers (launch 1 lander / 5 turns)		Masked <b>4</b>	No Mask <b>6</b>	Active Sensor <input type="checkbox"/>	primary <input type="checkbox"/>	redundant <input type="checkbox"/>
	Lasers are TTA equippec		Reflected Signature versus Active Sensor		Passive Sensor <b>6</b>	primary <input type="checkbox"/>	redundant <input type="checkbox"/>
			Radial <b>7</b>	Lateral <b>9</b>	Passive Sensor <input type="checkbox"/>	primary <input type="checkbox"/>	redundant <input type="checkbox"/>

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 <b>14</b>	<input type="checkbox"/>	Plant 1	Plant 2	Plant 3			
	Major <b>29</b>	<input type="checkbox"/>	Inoperable <b>10</b>	Inoperable <input type="checkbox"/>	Inoperable <input type="checkbox"/>			
	Destroyed <b>57</b>	<input type="checkbox"/>	Destroyed <b>50</b>	Destroyed <input type="checkbox"/>	Destroyed <input type="checkbox"/>			

SURFACE FIXTURE HITS							TTAs, PAKS, SUBMUNITIONS		
Turret 1 x1-1 dbl	Turret 7 x1-1 dbl	Turret 13	Turret 19	Turret 25			1	TTA	<input type="checkbox"/>
Turret 2 x1-1 dbl	Turret 8	Turret 14	Turret 20	Turret 26			2	TTA	<input type="checkbox"/>
Turret 3 x1-1 dbl	Turret 9	Turret 15	Turret 21	Turret 27			3	TTA	<input type="checkbox"/>
Turret 4 x1-1 dbl	Turret 10	Turret 16	Turret 22	Turret 28			4	TTA	<input type="checkbox"/>
Turret 5 x1-1 dbl	Turret 11	Turret 17	Turret 23	Turret 29			5	TTA	<input type="checkbox"/>
Turret 6 x1-1 dbl	Turret 12	Turret 18	Turret 24	Turret 30			6	TTA	<input type="checkbox"/>
							7	TTA	<input type="checkbox"/>
							8	Communicator	<input type="checkbox"/>
							9	Communicator	<input type="checkbox"/>
							10		<input type="checkbox"/>
							11		<input type="checkbox"/>
							12		<input type="checkbox"/>

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

<b>DAMAGE CONTROL</b> <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"/>	Created by Terry A. Kuchta, 1999 Based on a form by GDW.
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