

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width: 90%;" type="text"/>	Ship Type Harrier-class Fighter	Owner Britain
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ID Number <input style="width: 40%;" type="text"/>	Movement 6	Crew Comfort 0	Crew Quality <input style="width: 40%;" type="text"/>	Targetting Computer +1	Armor 5	Screens <input style="width: 40%;" type="text"/>	Radial Profile -3	Lateral Profile -2
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O R D I N O A A N D C E	6 WDS 1x4 submunitions Laser is UTES equippec	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor 7	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>
	Masked 2		No Mask 4	Active Sensor <input style="width: 40%;" type="text"/>	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>	
	Reflected Signature versus Active Sensor:		Passive Sensor 10	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>		
	Radial 3		Lateral 3	Passive Sensor <input style="width: 40%;" type="text"/>	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>	

D A M A G E	Hull Hits		Power Plant Hits (Once the last remaining power plant i inoperable, the ship goes to 'All Stop')				TTAs, PAKS, SUBMUNITIONS	
	Minor 3	<input style="width: 40%;" type="text"/>	Plant 1	Plant 2			1	WDS-S14 <input style="width: 40%;" type="text"/>
	Major 6	<input style="width: 40%;" type="text"/>	Inoperable 2	<input style="width: 40%;" type="text"/>	Inoperable <input style="width: 40%;" type="text"/>	<input style="width: 40%;" type="text"/>	2	TTA <input style="width: 40%;" type="text"/>
	Destroyed 11	<input style="width: 40%;" type="text"/>	Destroyed 11	<input style="width: 40%;" type="text"/>	Destroyed <input style="width: 40%;" type="text"/>	<input style="width: 40%;" type="text"/>	3	<input style="width: 40%;" type="text"/>

SURFACE FIXTURE HITS									
Turret 1	<input style="width: 40%;" type="text"/>	Turret 2	<input style="width: 40%;" type="text"/>	Turret 3	<input style="width: 40%;" type="text"/>	Turret 4	<input style="width: 40%;" type="text"/>	Turret 5	<input style="width: 40%;" type="text"/>
x1 +1	<input style="width: 40%;" type="text"/>		<input style="width: 40%;" type="text"/>		<input style="width: 40%;" type="text"/>		<input style="width: 40%;" type="text"/>		<input style="width: 40%;" type="text"/>

CRITICAL HITS				CREW				Created by T. A. Kuchta, 1999 Based on a form by GDW, 1987	
Computer System <input style="width: 40%;" type="text"/>	Drive <input style="width: 40%;" type="text"/>	Pilot <input style="width: 40%;" type="text"/>	Gunner <input style="width: 40%;" type="text"/>	Co-Pilot <input style="width: 40%;" type="text"/>	Gunner <input style="width: 40%;" type="text"/>	<input style="width: 40%;" type="text"/>	<input style="width: 40%;" type="text"/>		
Life Support <input style="width: 40%;" type="text"/>	Continuous <input style="width: 40%;" type="text"/>								

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