

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width: 90%;" type="text"/>	Ship Type Lancaster-class Fighter	Owner Britain
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ID Number <input style="width: 85%;" type="text"/>	Movement 6	Crew Comfort 0	Crew Quality <input style="width: 85%;" type="text"/>	Targetting Computer +2	Armor 3	Screens <input style="width: 85%;" type="text"/>	Radial Profile -3	Lateral Profile -3
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O R D I N A N D C E	10 WDS-S12 submunitions	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor <input style="width: 20px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Masked -2	No Mask 1	Active Sensor <input style="width: 20px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Reflected Signature versus Active Sensor:		Passive Sensor 10	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Radial 3	Lateral 3	Passive Sensor <input style="width: 20px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" 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 1	<input style="width: 40px;" type="text"/>	Plant 1	Plant 2		1 <u>WDS-S22/S12</u>	<input style="width: 20px;" type="text"/>	
	Major 2	<input style="width: 40px;" type="text"/>	Inoperable 1	<input style="width: 40px;" type="text"/>	Inoperable <input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>	2 <u>TTA</u>	<input style="width: 20px;" type="text"/>
	Destroyed 3	<input style="width: 40px;" type="text"/>	Destroyed 2	<input style="width: 40px;" type="text"/>	Destroyed <input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>	3 <u>Communicator</u>	<input style="width: 20px;" type="text"/>

SURFACE FIXTURE HITS									
Turret 1	<input style="width: 20px;" type="text"/>	Turret 2	<input style="width: 20px;" type="text"/>	Turret 3	<input style="width: 20px;" type="text"/>	Turret 4	<input style="width: 20px;" type="text"/>	Turret 5	<input style="width: 20px;" type="text"/>

CRITICAL HITS				CREW				Created by T. A. Kuchta, 1999 Based on a form by GDW, 1987	
Computer System	<input style="width: 40px;" type="text"/>	Drive	<input style="width: 40px;" type="text"/>	Pilot	<input style="width: 20px;" type="text"/>	Gunner	<input style="width: 20px;" type="text"/>		
Life Support	<input style="width: 40px;" type="text"/>	Continuous	<input style="width: 40px;" type="text"/>	Co-Pilot	<input style="width: 20px;" type="text"/>	Gunner	<input style="width: 20px;" type="text"/>		

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O R D I N A N D C E	10 WDS-S12 submunitions	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor <input style="width: 20px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Masked -2	No Mask 1	Active Sensor <input style="width: 20px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Reflected Signature versus Active Sensor:		Passive Sensor 10	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Radial 3	Lateral 3	Passive Sensor <input style="width: 20px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" 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 1	<input style="width: 40px;" type="text"/>	Plant 1	Plant 2		1 <u>WDS-S22/S12</u>	<input style="width: 20px;" type="text"/>	
	Major 2	<input style="width: 40px;" type="text"/>	Inoperable 1	<input style="width: 40px;" type="text"/>	Inoperable <input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>	2 <u>TTA</u>	<input style="width: 20px;" type="text"/>
	Destroyed 3	<input style="width: 40px;" type="text"/>	Destroyed 2	<input style="width: 40px;" type="text"/>	Destroyed <input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>	3 <u>Communicator</u>	<input style="width: 20px;" type="text"/>

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