

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width: 90%;" type="text"/>	Ship Type Amaray mk I-class Lander	Owner Foxx-Industries
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ID Number <input style="width: 40%;" type="text"/>	Movement <input style="width: 40%;" type="text" value="0"/>	Crew Comfort <input style="width: 40%;" type="text" value="0"/>	Crew Quality <input style="width: 40%;" type="text"/>	Targetting Computer <input style="width: 40%;" type="text" value="+2"/>	Armor <input style="width: 40%;" type="text" value="5"/>	Screens <input style="width: 40%;" type="text"/>	Radial Profile <input style="width: 40%;" type="text" value="-2"/>	Lateral Profile <input style="width: 40%;" type="text" value="0"/>
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O R D I N O A N D C E		D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor <input style="width: 40%;" type="text"/>	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>
			Masked <input style="width: 40%;" type="text" value="-2"/>	No Mask <input style="width: 40%;" type="text" value="1"/>	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 <input style="width: 40%;" type="text" value="5"/>	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>
			Radial <input style="width: 40%;" type="text" value="3"/>	Lateral <input style="width: 40%;" type="text" value="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	<input style="width: 40%;" type="text" value="6"/>	Plant 1	Inoperable <input style="width: 40%;" type="text" value="1"/>			1	<input style="width: 40%;" type="text"/>
	Major	<input style="width: 40%;" type="text" value="12"/>	Plant 2	Inoperable <input style="width: 40%;" type="text"/>	Inoperable <input style="width: 40%;" type="text"/>	2	<input style="width: 40%;" type="text"/>	
	Destroyed	<input style="width: 40%;" type="text" value="23"/>	Destroyed	Destroyed <input style="width: 40%;" type="text" value="2"/>	Destroyed <input style="width: 40%;" type="text"/>	3	<input style="width: 40%;" type="text"/>	

SURFACE FIXTURE HITS						4	<input style="width: 40%;" type="text"/>
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"/>
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"/>		<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, © 2006 Based on a form by GDW / FFE.
Computer System	<input style="width: 40%;" type="text"/>	Drive	<input style="width: 40%;" type="text"/>	Pilot	<input style="width: 40%;" type="text"/>	Loadmaster	<input style="width: 40%;" type="text"/>	
Life Support	<input style="width: 40%;" type="text"/>	Continuous	<input style="width: 40%;" type="text"/>	Co-Pilot / Sensors Operato	<input style="width: 40%;" type="text"/>	Gunner	<input style="width: 40%;" type="text"/>	

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			Reflected Signature versus Active Sensor		Passive Sensor <input style="width: 40%;" type="text" value="5"/>	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>
			Radial <input style="width: 40%;" type="text" value="3"/>	Lateral <input style="width: 40%;" type="text" value="3"/>	Passive Sensor <input style="width: 40%;" type="text"/>	primary <input style="width: 40%;" type="text"/>	redundant <input style="width: 40%;" type="text"/>

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