

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width: 150px;" type="text"/>		Ship Type Commando-class Lander		Owner Britain	
ID Number <input style="width: 40px;" type="text"/>	Movement 0	Crew Comfort 0	Crew Quality <input style="width: 40px;" type="text"/>	Targetting Computer <input checked="" type="checkbox"/>	Armor 1 Screens <input type="checkbox"/>
				Radial Profile -3	Lateral Profile -2

O R D N A N D C E	Turret accepts modular atmospheric weapon pack:	D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor <input type="checkbox"/>	primary <input type="text"/>	redundant <input type="text"/>
			Masked 0 No Mask 1		Active Sensor <input type="checkbox"/>	primary <input type="text"/>	redundant <input type="text"/>
			Reflected Signature versus Active Sensor:		Passive Sensor <input type="checkbox"/>	primary <input type="text"/>	redundant <input type="text"/>
			Radial 2 Lateral 3		Passive Sensor <input type="checkbox"/>	primary <input type="text"/>	redundant <input type="text"/>

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')				TTAs, PAKS, SUBMUNITIONS		
	Minor	1	<input style="width: 60px;" type="text"/>	Plant 1	<input style="width: 60px;" type="text"/>	Plant 2			<input style="width: 60px;" type="text"/>
	Major	3	<input style="width: 60px;" type="text"/>	Inoperable 1	<input style="width: 60px;" type="text"/>	Inoperable 1			<input style="width: 60px;" type="text"/>
	Destroyed	5	<input style="width: 60px;" type="text"/>	Destroyed 2	<input style="width: 60px;" type="text"/>	Destroyed 2			<input style="width: 60px;" type="text"/>

SURFACE FIXTURE HITS										
Turret 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Turret 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Turret 3	<input type="checkbox"/>	<input type="checkbox"/>
Turret 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Turret 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

CRITICAL HITS				CREW				Created by T. A. Kuchta, 1999 Based on a form by GDW, 1987			
Computer System	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Drive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Pilot	<input type="checkbox"/>
Life Support	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Continuous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Gunner	<input type="checkbox"/>

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			Reflected Signature versus Active Sensor:		Passive Sensor <input type="checkbox"/>	primary <input type="text"/>	redundant <input type="text"/>
			Radial 2 Lateral 3		Passive Sensor <input type="checkbox"/>	primary <input type="text"/>	redundant <input type="text"/>

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Life Support	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Continuous	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			Gunner	<input type="checkbox"/>