

# SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width:90%;" type="text"/>	Ship Type <b>FM-1B -class Fighter</b>	Owner <b>America, Australia</b>
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ID Number <input style="width:40%;" type="text"/>	Movement <b>7</b>	Crew Comfort <b>0</b>	Crew Quality <input style="width:40%;" type="text"/>	Targetting Computer <b>+1</b>	Armor <b>6</b>	Screens <input style="width:40%;" type="text"/>	Radial Profile <b>-3</b>	Lateral Profile <b>-2</b>
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O R D L N O A N D C E 1 SIM-14 missile in sling 6 submunitions in 2 disp	D E T E C T I O N Radiated Signature versus Passive Sensor Masked <b>0</b> No Mask <b>3</b> Reflected Signature versus Active Sensor: Radial <b>5</b> Lateral <b>5</b>	Active Sensor <b>7</b> primary <input style="width:40%;" type="text"/> redundant <input style="width:40%;" type="text"/> Active Sensor <input style="width:40%;" type="text"/> primary <input style="width:40%;" type="text"/> redundant <input style="width:40%;" type="text"/> Passive Sensor <b>10</b> primary <input style="width:40%;" type="text"/> redundant <input style="width:40%;" type="text"/> 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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D A M A G E Hull Hits Minor <b>2</b> <input style="width:40%;" type="text"/> Major <b>4</b> <input style="width:40%;" type="text"/> Destroyed <b>7</b> <input style="width:40%;" type="text"/>	Power Plant Hits (Once the last remaining power plant i inoperable, the ship goes to 'All Stop' Plant 1    Plant 2 Inoperable <b>2</b> <input style="width:40%;" type="text"/> Inoperable <input style="width:40%;" type="text"/> Destroyed <b>8</b> <input style="width:40%;" type="text"/> Destroyed <input style="width:40%;" type="text"/>	TTAs, PAKS, SUBMUNITIONS 1 Communicator <input style="width:40%;" type="text"/> 2 Big Clip <input style="width:40%;" type="text"/> 3 Big Clip <input style="width:40%;" type="text"/> 4 SIM-14 in sling <input style="width:40%;" type="text"/> 5 <input style="width:40%;" type="text"/>
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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"/>	

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

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