

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width: 150px;" type="text"/>		Ship Type Nevado-class Fighter		Owner Anzania	
ID Number <input style="width: 40px;" type="text"/>	Movement 6	Crew Comfort 0	Crew Quality <input style="width: 40px;" type="text"/>	Targetting Computer +1	Armor 8 Screens <input style="width: 40px;" type="text"/>
		Radial Profile -2		Lateral Profile -2	

O R D N A N C E		D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor 5	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Masked 1	No Mask 3	Active Sensor <input style="width: 40px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Reflected Signature versus Active Sensor:		Passive Sensor 5	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Radial 4	Lateral 4	Passive Sensor <input style="width: 40px;" 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 2	<input style="width: 60px;" type="text"/>	Plant 1				1	TTA <input style="width: 20px;" type="text"/>
	Major 5	<input style="width: 60px;" type="text"/>	Inoperable 2	<input style="width: 60px;" type="text"/>	Inoperable <input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	2	<input style="width: 20px;" type="text"/>
	Destroyed 9	<input style="width: 60px;" type="text"/>	Destroyed 8	<input style="width: 60px;" type="text"/>	Destroyed <input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	3	<input style="width: 20px;" type="text"/>

SURFACE FIXTURE HITS									
Turret 1	<input style="width: 40px;" type="text"/>	Turret 2	<input style="width: 40px;" type="text"/>	Turret 3	<input style="width: 40px;" type="text"/>	Turret 4	<input style="width: 40px;" type="text"/>	Turret 5	<input style="width: 40px;" type="text"/>
x1 +0	<input style="width: 40px;" type="text"/>		<input style="width: 40px;" type="text"/>		<input style="width: 40px;" type="text"/>		<input style="width: 40px;" type="text"/>		<input style="width: 40px;" 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: 40px;" type="text"/>	Gunner	<input style="width: 40px;" type="text"/>		
Life Support	<input style="width: 40px;" type="text"/>	Continuous	<input style="width: 40px;" type="text"/>	Co-Pilot	<input style="width: 40px;" type="text"/>	Gunner	<input style="width: 40px;" type="text"/>		

SHIP STATUS SHEET (Version: Star Cruiser standard)

Ship Name <input style="width: 150px;" type="text"/>		Ship Type Nevado-class Fighter		Owner Anzania	
ID Number <input style="width: 40px;" type="text"/>	Movement 6	Crew Comfort 0	Crew Quality <input style="width: 40px;" type="text"/>	Targetting Computer +1	Armor 8 Screens <input style="width: 40px;" type="text"/>
		Radial Profile -2		Lateral Profile -2	

O R D N A N C E		D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor 5	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Masked 1	No Mask 3	Active Sensor <input style="width: 40px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Reflected Signature versus Active Sensor:		Passive Sensor 5	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Radial 4	Lateral 4	Passive Sensor <input style="width: 40px;" 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 2	<input style="width: 60px;" type="text"/>	Plant 1				1	TTA <input style="width: 20px;" type="text"/>
	Major 5	<input style="width: 60px;" type="text"/>	Inoperable 2	<input style="width: 60px;" type="text"/>	Inoperable <input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	2	<input style="width: 20px;" type="text"/>
	Destroyed 9	<input style="width: 60px;" type="text"/>	Destroyed 8	<input style="width: 60px;" type="text"/>	Destroyed <input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	3	<input style="width: 20px;" type="text"/>

SURFACE FIXTURE HITS									
Turret 1	<input style="width: 40px;" type="text"/>	Turret 2	<input style="width: 40px;" type="text"/>	Turret 3	<input style="width: 40px;" type="text"/>	Turret 4	<input style="width: 40px;" type="text"/>	Turret 5	<input style="width: 40px;" type="text"/>
x1 +0	<input style="width: 40px;" type="text"/>		<input style="width: 40px;" type="text"/>		<input style="width: 40px;" type="text"/>		<input style="width: 40px;" type="text"/>		<input style="width: 40px;" 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: 40px;" type="text"/>	Gunner	<input style="width: 40px;" type="text"/>		
Life Support	<input style="width: 40px;" type="text"/>	Continuous	<input style="width: 40px;" type="text"/>	Co-Pilot	<input style="width: 40px;" type="text"/>	Gunner	<input style="width: 40px;" type="text"/>		