

## SHIP STATUS SHEET

Ship Name <div style="border: 1px solid black; height: 20px; width: 100%;"></div>	Movement / Drive 0 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Radiated Signature 0 (1) <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Currently <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Crew Comfort 0 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Ship Profile
Ship Class <div style="border: 1px solid black; padding: 2px; text-align: center;"><b>OLL-29-class LND</b></div>	Armor 0 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Radiated Reflected 2 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Currently <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Radiated Profile -3 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	
Owner <div style="border: 1px solid black; padding: 2px; text-align: center;"><b>America</b></div>	Screens 0 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Lateral Reflected 3 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Currently <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Lateral Profile -2 <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	

Hull	Minor breach at 1	Major breach at 2	Hull failure occurs at 4	Current damage is <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	<i>(minor breach → armor to ½, no masking, +1 reflected, major breach → armor to 0, doubles radiated &amp; reflected)</i>
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Power Plant #1	Inoperable at 1	Destroyed at 2	Current damage is <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Power Plant #2	Inoperable at <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Destroyed at <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>	Current damage is <div style="display: inline-block; width: 20px; height: 20px; background-color: #ccc; border: 1px solid black;"></div>
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Active Sensor	Processor Unit	Primary Array	Redundant Array	-1 range per point of damage	-1 range per point of damage
Passive Sensor	Processor Unit	Primary Array	Redundant Array	-1 range per point of damage	-1 range per point of damage
Navigational Rada		Deep Space Scanner	Gravitational Scanner	Cartographic Sensor	Life Sensor

Weapon Mounts	Hull Mounted Equipmen
<div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 2px; text-align: center;">1</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">2</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">3</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">4</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">5</div> <div style="border: 1px solid black; padding: 2px; text-align: center;">6</div> </div>	<div style="border: 1px solid black; height: 40px; width: 100%;"></div> <div style="border: 1px solid black; height: 40px; width: 100%;"></div> <div style="border: 1px solid black; height: 40px; width: 100%;"></div>

Critical Hits (see variant rules for explanation of damage impact)			
Computer System	Life Support	Now At	Continuous
Targeting Computer			

Crew	Pilot	Co-Pilot/Snrs	Gunner
Crew Chief	Load Master	Snrs Op	
Crew Quality	Currently	Created by Terry A. Kuchta, © 2006 version 2.0s Based on a form by GDW / FFE.	

Ordnance Load / Small Craf

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