

# SHIP STATUS SHEET

Ship Name <input style="width: 150px;" type="text"/>		Ship Type <b>OLL-29 -class Lander</b>		Owner <b>America</b>	
ID Number <input style="width: 40px;" type="text"/>	Movement <b>0</b>	Crew Comfort <b>0</b>	Crew Quality <input style="width: 40px;" type="text"/>	Targetting Computer <input style="width: 40px;" type="text"/>	Armor <b>1</b> Screens <input style="width: 40px;" type="text"/>
				Radial Profile <b>-3</b>	Lateral Profile <b>-2</b>

  

O R D N A N C E		D E T E C T I O N	Radiated Signature versus Passive Sensor		Active Sensor <input style="width: 40px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Masked <b>0</b>	No Mask <b>1</b>	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 <input style="width: 40px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Radial <b>2</b>	Lateral <b>3</b>	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'		<b>TTAs, PAKS, SUBMUNITIONS</b> 1 <input style="width: 40px;" type="text"/> <input style="width: 20px;" type="text"/> 2 <input style="width: 40px;" type="text"/> <input style="width: 20px;" type="text"/> 3 <input style="width: 40px;" type="text"/> <input style="width: 20px;" type="text"/> 4 <input style="width: 40px;" type="text"/> <input style="width: 20px;" type="text"/> 5 <input style="width: 40px;" type="text"/> <input style="width: 20px;" type="text"/>
	Minor <b>1</b>	<input style="width: 40px;" type="text"/>	Plant 1		
	Major <b>2</b>	<input style="width: 40px;" type="text"/>	Inoperable <b>1</b>	<input style="width: 40px;" type="text"/> Inoperable <input style="width: 40px;" type="text"/>	
	Destroyed <b>4</b>	<input style="width: 40px;" type="text"/>	Destroyed <b>2</b>	<input style="width: 40px;" type="text"/> Destroyed <input style="width: 40px;" type="text"/>	

  

SURFACE FIXTURE HITS				
<input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> 1	<input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> 2	<input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> 3	<input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> 4	<input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/> 5

  

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"/> Loadmaster <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"/> <input style="width: 40px;" type="text"/>	

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			Masked <b>0</b>	No Mask <b>1</b>	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 <input style="width: 40px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>
			Radial <b>2</b>	Lateral <b>3</b>	Passive Sensor <input style="width: 40px;" type="text"/>	primary <input style="width: 40px;" type="text"/>	redundant <input style="width: 40px;" type="text"/>

  

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