SHIP STATUS SHEET

Ship Name | Ship Class | Owner

Movement / Drive | Armor | Screens | Currently

Radiated Signature | Radial Reflected | Lateral Reflected | Currently

Crew Comfort | Radial Profile | Lateral Profile | Currently

Ship Profile

Hull — Minor breach at | Major breach at | Hull failure occurs at | Current damage is

(minor breach → armor to ½, no masking, +1 reflected,
(major breach → armor to 0, doubles radiated & reflected

Power Plant #1 — Inoperable at | Destroyed at | Current damage is

Power Plant #2 — Inoperable at | Destroyed at | Current damage is

Active Sensor | Processor Unit | Primary Array | Redundant Array — *-1 range per point of damage*

Active Sensor | Processor Unit | Primary Array | Redundant Array — *-1 range per point of damage*

Passive Sensor | Processor Unit | Primary Array | Redundant Array — *-1 range per point of damage*

Passive Sensor | Processor Unit | Primary Array | Redundant Array — *-1 range per point of damage*

Navigational Rada | Deep Space Scanne | Gravitational Scanne | Cartographic Sensor | Life Sensor

Weapon Mounts

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30

Hull Mounted Equipmen

Critical Hits *(see variant rules for explanation of damage impac*

Computer System | Targeting Computer | Life Support | Continuous | Drone Bay | Now At

Hanger Deck 1 | Hanger Deck 2 | Hanger Deck 3 | Hanger Deck 4 | Hanger Deck 5

Missile Bay 1 | Missile Bay 2 | Missile Bay 3 | Missile Bay 4 | Missile Bay 5

Tactical Action Center — Actv Snsr | Pass Snsr

Ship Bridge — Captain | Navigator | Commo | Helm | Computer

Other Bridge

Ordnance Load / Small Craf

DAMAGE CONTROL

Created by Terry A. Kuchta, © 2004
version 2.0
Based on a form by *GDW / FFE*.

Crew Quality | Currently