



SHIP STATUS SHEET (Version: Alternative Component Hit Values)

| | | | | | | | | | | |
|------------|--------------------------|----------|---|---|-----------|-------|-----------|---------|----|--------------|
| Ship Name | | Movement | 6 |  | Radiated | 5 (8) | Currently | Crew | 0 | Ship Profile |
| Ship Class | Napoleon-class BB 1 of 2 | Drive | | | Signature | | | Comfort | | |
| Owner | France | Armor | 6 | Currently | Radial | 9 | Currently | Radial | +3 | |
| | | Screens | 6 |  | Reflected | 10 | Currently | Profile | +5 | |

| | | | | | |
|------|----------------------------|----------------------------|-----------------------------------|--|--|
| Hull | Minor breach at 102 | Major breach at 205 | Hull failure occurs at 409 | Current damage is <input type="text"/> | (minor breach → armor to ½, no masking, +1 reflected, (major breach → armor to 0, doubles radiated & reflected) |
|------|----------------------------|----------------------------|-----------------------------------|--|--|

| | | | | | | | |
|----------------|-------------------------|-------------------------|--|----------------|-------------------------|-------------------------|--|
| Power Plant #1 | Inoperable at 26 | Destroyed at 130 | Current damage is <input type="text"/> | Power Plant #2 | Inoperable at 26 | Destroyed at 130 | Current damage is <input type="text"/> |
|----------------|-------------------------|-------------------------|--|----------------|-------------------------|-------------------------|--|

| Active Sensor | 16 | Processor Unit | Primary Array | -1 range per point of damage | Redundant Array | -1 range per point of damage |
|---|----|----------------|---------------|------------------------------|-----------------|------------------------------|
| Active Sensor | 16 | Processor Unit | Primary Array | -1 range per point of damage | Redundant Array | -1 range per point of damage |
| Passive Sensor | 12 | Processor Unit | Primary Array | -1 range per point of damage | Redundant Array | -1 range per point of damage |
| Passive Sensor | 12 | Processor Unit | Primary Array | -1 range per point of damage | Redundant Array | -1 range per point of damage |
| Navigational Rada <input type="checkbox"/> <input type="checkbox"/> Deep Space Scanner <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gravitational Scanner <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cartographic Sensor <input type="checkbox"/> Life Sensor <input type="checkbox"/> | | | | | | |

| Weapon Mounts | | | | | | | | | | Hull Mounted Equipment | | | |
|-------------------|--|--------------------|--|--------------------|--|--------------------|--|--------------------|--|------------------------|--|--------------|--|
| Turret 1 x1 +0 | | Turret 6 x1 +0 | | Turret 11 x1 +0 | | Turret 16 x1 +0 | | Turret 21 x1 +0 | | Turret 26 x1 +0 | | Communicator | |
| Turret 2 x1 +0 | | Turret 7 x1 +0 | | Turret 12 x1 +0 | | Turret 17 x1 +0 | | Turret 22 x1 +0 | | Turret 27 x1 +0 | | Communicator | |
| Turret 3 x1 +0 | | Turret 8 x1 +0 | | Turret 13 x1 +0 | | Turret 18 x1 +0 | | Turret 23 x1 +0 | | Turret 28 x1 +0 | | Communicator | |
| Turret 4 x1 +0 | | Turret 9 x1 +0 | | Turret 14 x1 +0 | | Turret 19 x1 +0 | | Turret 24 x1 +0 | | Turret 29 x1 +0 | | Communicator | |
| Turret 5 x1 +0 | | Turret 10 x1 +0 | | Turret 15 x1 +0 | | Turret 20 x1 +0 | | Turret 25 x1 +0 | | Turret 30 x1 +0 | | Communicator | |
| Turret 6 x1 +0 | | Turret 11 x1 +0 | | Turret 16 x1 +0 | | Turret 21 x1 +0 | | Turret 26 x1 +0 | | Turret 31 x1 +0 | | Communicator | |

Critical Hits (*see variant rules for explanation of damage impact*)

| | | | | | | | |
|--------------------|--|-----------|---------------|--|--|---------------|--|
| Computer System | | | Hanger Deck 1 | | | Missile Bay 5 | |
| Targeting Computer | | +2 Now At | Missile Bay 1 | | | Missile Bay 6 | |
| Life Support | | | Missile Bay 2 | | | Missile Bay 7 | |
| Continuous | | | Missile Bay 3 | | | Missile Bay 8 | |
| Drone Bay | | | Missile Bay 4 | | | Missile Bay 9 | |

| Tactical Action Center | | | | | | | | | | Flag Bridge | | | | Ordnance Load / small craft |
|------------------------|-----------|-----------|-----------|-----------|--|--|-----------|----------|--|-------------|--|--|--|-----------------------------|
| Actv Snsr | Rmt Pilot | Fire Ctrl | Fire Ctrl | Fire Ctrl | | | Cmd Staff | Computer | | | 80 Ritage-2 missiles in 8 bays 2 Voir Drones in 1 bay 8 <i>Martel</i> -class fighters in 1 deck Turrets are UTES equippec | | | |
| Actv Snsr | Rmt Pilot | Fire Ctrl | Fire Ctrl | Fire Ctrl | | | Cmd Staff | Computer | | | | | | |
| Pass Snsr | Rmt Pilot | Fire Ctrl | Fire Ctrl | Fire Ctrl | | | Cmd Staff | | | | | | | |
| Pass Snsr | Rmt Pilot | Fire Ctrl | Fire Ctrl | Fire Ctrl | | | Cmd Staff | | | | | | | |
| Cmd Staff | Rmt Pilot | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Cmd Staff | Rmt Pilot | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Cmd Staff | Rmt Pilot | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Cmd Staff | Fire Ctrl | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Cmd Staff | Fire Ctrl | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Cmd Staff | Fire Ctrl | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Rmt Pilot | Fire Ctrl | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Rmt Pilot | Fire Ctrl | Fire Ctrl | Fire Ctrl | Flt Ctrl | | | Commo | | | | | | | |
| Rmt Pilot | Fire Ctrl | Fire Ctrl | Fire Ctrl | | | | Commo | | | | | | | |

| | | | |
|-----------------------|--|--|--|
| DAMAGE CONTROL | | Created by Terry A. Kuchta, © 2004 version 2.0 Based on a form by <i>GDW / FFE</i> . | Crew Quality <input type="text"/> Currently <input type="text"/> |
|-----------------------|--|--|--|

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

| | | | | | | | | | | |
|------------|---------------------------------|----------------|--------------------------|--------------------------|--------------------|--------------------------|-----------|-----------------|--------------------------|--------------|
| Ship Name | <input type="text"/> | Movement Drive | <input type="checkbox"/> | <input type="checkbox"/> | Radiated Signature | <input type="checkbox"/> | Currently | Crew Comfort | <input type="checkbox"/> | Ship Profile |
| Ship Class | Napoleon-class BB 2 of 2 | Armor | <input type="checkbox"/> | Currently | Radial Reflected | <input type="checkbox"/> | Currently | Radial Profile | <input type="checkbox"/> | |
| Owner | France | Screens | <input type="checkbox"/> | <input type="checkbox"/> | Lateral Reflected | <input type="checkbox"/> | Currently | Lateral Profile | <input type="checkbox"/> | |
| | | | | | | | | | | |

| | | | | | |
|------|--|--|---|--|--|
| Hull | Minor breach at <input type="checkbox"/> | Major breach at <input type="checkbox"/> | Hull failure occurs at <input type="checkbox"/> | Current damage is <input type="checkbox"/> | (minor breach → armor to ½, no masking, +1 reflected) (major breach → armor to 0, doubles radiated & reflected) |
|------|--|--|---|--|--|

| | | | | | | | |
|----------------|--|---------------------------------------|--|----------------|--|---------------------------------------|--|
| Power Plant #1 | Inoperable at <input type="checkbox"/> | Destroyed at <input type="checkbox"/> | Current damage is <input type="checkbox"/> | Power Plant #2 | Inoperable at <input type="checkbox"/> | Destroyed at <input type="checkbox"/> | Current damage is <input type="checkbox"/> |
|----------------|--|---------------------------------------|--|----------------|--|---------------------------------------|--|

| | | | | | | | |
|--------------------------------------|--------------------------|--------------------|--------------------------|-----------------------|--------------------------|---------------------|--------------------------|
| Active Sensor | <input type="checkbox"/> | Processor Unit | <input type="checkbox"/> | Primary Array | <input type="checkbox"/> | Redundant Array | <input type="checkbox"/> |
| Active Sensor | <input type="checkbox"/> | Processor Unit | <input type="checkbox"/> | Primary Array | <input type="checkbox"/> | Redundant Array | <input type="checkbox"/> |
| Passive Sensor | <input type="checkbox"/> | Processor Unit | <input type="checkbox"/> | Primary Array | <input type="checkbox"/> | Redundant Array | <input type="checkbox"/> |
| Passive Sensor | <input type="checkbox"/> | Processor Unit | <input type="checkbox"/> | Primary Array | <input type="checkbox"/> | Redundant Array | <input type="checkbox"/> |
| Navigation Rada | <input type="checkbox"/> | Deep Space Scanner | <input type="checkbox"/> | Gravitational Scanner | <input type="checkbox"/> | Cartographic Sensor | <input type="checkbox"/> |
| Life Sensor <input type="checkbox"/> | | | | | | | |

| | | | | | | | |
|---------------|--------------------------|-----------|--------------------------|-----------|--------------------------|-----------------------|--------------------------|
| Weapon Mounts | | | | | | Hull Mounted Equipmen | |
| Turret 31 | <input type="checkbox"/> | Turret 36 | <input type="checkbox"/> | Turret 41 | <input type="checkbox"/> | Turret 46 | <input type="checkbox"/> |
| x1 +0 | <input type="checkbox"/> | x1 +0 | <input type="checkbox"/> | | | | |
| Turret 32 | <input type="checkbox"/> | Turret 37 | <input type="checkbox"/> | Turret 42 | <input type="checkbox"/> | Turret 47 | <input type="checkbox"/> |
| x1 +0 | <input type="checkbox"/> | | | | | | |
| Turret 33 | <input type="checkbox"/> | Turret 38 | <input type="checkbox"/> | Turret 43 | <input type="checkbox"/> | Turret 48 | <input type="checkbox"/> |
| x1 +0 | <input type="checkbox"/> | | | | | | |
| Turret 34 | <input type="checkbox"/> | Turret 39 | <input type="checkbox"/> | Turret 44 | <input type="checkbox"/> | Turret 49 | <input type="checkbox"/> |
| x1 +0 | <input type="checkbox"/> | | | | | | |
| Turret 35 | <input type="checkbox"/> | Turret 40 | <input type="checkbox"/> | Turret 45 | <input type="checkbox"/> | Turret 50 | <input type="checkbox"/> |
| x1 +0 | <input type="checkbox"/> | | | | | | |
| Turret 51 | <input type="checkbox"/> | Turret 56 | <input type="checkbox"/> | Turret 52 | <input type="checkbox"/> | Turret 57 | <input type="checkbox"/> |
| | | | | | | | |
| Turret 53 | <input type="checkbox"/> | Turret 58 | <input type="checkbox"/> | Turret 54 | <input type="checkbox"/> | Turret 59 | <input type="checkbox"/> |
| | | | | | | | |
| Turret 55 | <input type="checkbox"/> | Turret 60 | <input type="checkbox"/> | | | | |
| | | | | | | | |

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|--|--------------------------|---------------|--------------------------|
| Critical Hits (see variant rules for explanation of damage impact) | | | |
| Computer System | <input type="checkbox"/> | Hanger Deck 1 | <input type="checkbox"/> |
| Targeting Computer | <input type="checkbox"/> | Hanger Deck 2 | <input type="checkbox"/> |
| Life Support | <input type="checkbox"/> | Hanger Deck 3 | <input type="checkbox"/> |
| Continuous | <input type="checkbox"/> | Hanger Deck 4 | <input type="checkbox"/> |
| Drone Bay | <input type="checkbox"/> | Hanger Deck 5 | <input type="checkbox"/> |
| Missile Bay 1 | <input type="checkbox"/> | Missile Bay 2 | <input type="checkbox"/> |
| Missile Bay 3 | <input type="checkbox"/> | Missile Bay 4 | <input type="checkbox"/> |
| Missile Bay 5 | <input type="checkbox"/> | | |

| | | | |
|-------------|--------------------------|----------------------------|--------------------------|
| Ship Bridge | | Ordnance Load / Small Craf | |
| Captain | <input type="checkbox"/> | Engineer | <input type="checkbox"/> |
| Navigator | <input type="checkbox"/> | Computer | <input type="checkbox"/> |
| Commo | <input type="checkbox"/> | Computer | <input type="checkbox"/> |
| Commo | <input type="checkbox"/> | Computer | <input type="checkbox"/> |
| Helm | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |
| Engineer | <input type="checkbox"/> | | |

| | | | | |
|----------------|--------------------------|--|---------------------------------------|------------------------------------|
| DAMAGE CONTROL | <input type="checkbox"/> | Created by Terry A. Kuchta, © 2004 version 2.0 Based on a form by GDW / FFE. | Crew Quality <input type="checkbox"/> | Currently <input type="checkbox"/> |
|----------------|--------------------------|--|---------------------------------------|------------------------------------|