SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name:
Ship Class: ***Tallyrand*-class BB**
Owner: **France**

Movement / Drive: **6**
Armor: **0** Currently
Screens: **6**

Radiated Signature: **7** Currently
Radial Reflected: **6** Currently
Lateral Reflected: **11** Currently

Crew Comfort: **0**
Radial Profile: **0**
Lateral Profile: **+5**

Ship Profile

Hull — Minor breach at: **136** — Major breach at: **272** — Hull failure occurs at: **540** — 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
	64	**320**					

Active Sensor **16**	Processor Unit	Primary Array	*-1 range per point of damage*	Redundant Array *-1 range per point of damage*
Active Sensor	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	Processor Unit	Primary Array	*-1 range per point of damage*	Redundant Array *-1 range per point of damage*

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

Weapon Mounts

Turret 1 x1+1 db	Turret 6 x1+1 db	Turret 11 x1+1 db	Turret 16 x1+1 db	Turret 21 x1+1 db	Turret 26 x1+1 db
Turret 2 x1+1 db	Turret 7 x1+1 db	Turret 12 x1+1 db	Turret 17 x1+1 db	Turret 22 x1+1 db	Turret 27 x1+1 db
Turret 3 x1+1 db	Turret 8 x1+1 db	Turret 13 x1+1 db	Turret 18 x1+1 db	Turret 23 x1+1 db	Turret 28 x1+1 db
Turret 4 x1+1 db	Turret 9 x1+1 db	Turret 14 x1+1 db	Turret 19 x1+1 db	Turret 24 x1+1 db	Turret 29 x1+1 db
Turret 5 x1+1 db	Turret 10 x1+1 db	Turret 15 x1+1 db	Turret 20 x1+1 db	Turret 25 x1+1 db	Turret 30 x1+1 db

Hull Mounted Equipmen

Communicator
Communicator
Communicator
Communicator
Communicator
Communicator

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

Computer System
Targeting Computer — **+2** — Now At
Life Support
Continuous
Drone Bay

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	Flt Ctrl	Fire Ctrl	Fire Ctrl
Pass Snsr	Flt Ctrl	Fire Ctrl	Fire Ctrl
Flt Ctrl	Flt Ctrl	Fire Ctrl	
Flt Ctrl	Flt Ctrl	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Rmt Pilot	Fire Ctrl	
Flt Ctrl	Fire Ctrl	Fire Ctrl	

Ship Bridge

Captain	Computer	
Navigator	Computer	
Commo	Computer	
Helm	Computer	
Engineer	Computer	
Engineer	Computer	
Engineer		
Engineer		
Engineer		
Engineer		
Engineer		
Engineer		
Engineer		

Ordnance Load / small craf

16 Ritage-2 missiles in 1 bay
6 Landers in 1 deck
6 *Martel*-class fighters in 1 deck

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

Crew Quality — Currently

DAMAGE CONTROL