

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

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|---------------------------------------|--------------------|-------------------------------------|------------------------------|-------------------------------------|----------------------------|--------------|
| Ship Name: <input type="text"/> | Movement: 3 | | Radiated Signature: 3 | Currently: <input type="checkbox"/> | Crew Comfort: 0 | Ship Profile |
| Ship Class: Necessite-class CA | Armor: 0 | Currently: <input type="checkbox"/> | Radial Reflected: 5 | Currently: <input type="checkbox"/> | Radial Profile: -1 | |
| Owner: France | Screens: | | Lateral Reflected: 10 | Currently: <input type="checkbox"/> | Lateral Profile: +2 | |

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|--------------------------------|---------------------------------|-----------------------------------|---|--|
| Hull Minor breach at: 5 | Hull Major breach at: 10 | Hull failure occurs at: 19 | Current damage is: <input type="text"/> | (minor breach → armor to ½, no masking, +1 reflected) (major breach → armor to 0, doubles radiated & reflected) |
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| Power Plant #1 Inoperable at: 3 | Destroyed at: 12 | Current damage is: <input type="text"/> | Power Plant #2 Inoperable at: <input type="text"/> | Destroyed at: <input type="text"/> | Current damage is: <input type="text"/> |
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| Active Sensor: 5 | Processor Unit: <input type="checkbox"/> | Primary Array: | Redundant Array: |
| Active Sensor: | Processor Unit: <input type="checkbox"/> | Primary Array: | Redundant Array: |
| Passive Sensor: 0 | Processor Unit: <input type="checkbox"/> | Primary Array: | Redundant Array: |
| Passive Sensor: | Processor Unit: <input type="checkbox"/> | Primary Array: | Redundant Array: |
| Navigational Rada: <input type="checkbox"/> | | Deep Space Scanner: | Gravitational Scanner: |
| | | Cartographic Sensor: <input type="checkbox"/> | Life Sensor: <input type="checkbox"/> |

| Weapon Mounts | | | | | | Hull Mounted Equipment | |
|---------------|------------|------------|------------|------------|------------|--|--|
| Turret 1: | Turret 6: | Turret 11: | Turret 16: | Turret 21: | Turret 26: | TTA: <input type="checkbox"/> | |
| Turret 2: | Turret 7: | Turret 12: | Turret 17: | Turret 22: | Turret 27: | Communicator: <input type="checkbox"/> | |
| Turret 3: | Turret 8: | Turret 13: | Turret 18: | Turret 23: | Turret 28: | | |
| Turret 4: | Turret 9: | Turret 14: | Turret 19: | Turret 24: | Turret 29: | | |
| Turret 5: | Turret 10: | Turret 15: | Turret 20: | Turret 25: | Turret 30: | | |

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| Critical Hits (see variant rules for explanation of damage impact) | | | | | |
| Computer System: | Targeting Computer: | Life Support: | Continuous: | Drone Bay: | Now At: <input type="checkbox"/> |
| 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: |

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| Tactical Action Center Actv Snsr: <input type="checkbox"/> Pass Snsr: <input type="checkbox"/> Rmt Pilot: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> | Ship Bridge Captain: <input type="checkbox"/> Navigator: <input type="checkbox"/> Commo: <input type="checkbox"/> Helm: <input type="checkbox"/> Computer: <input type="checkbox"/> | Other Bridge <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | Ordnance Load / Small Craf 2 Ritage-1 in 1 bay |
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| DAMAGE CONTROL: | 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"/> |
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