

# SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement	6		Radiated Signature	3 (6)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Neumarkt-class CA	Armor	4	Currently	Radial Reflected	5	Currently	Radial Profile	-1	
Owner	Freihafen	Screens	2		Lateral Reflected	6	Currently	Lateral Profile	-1	

Hull	Minor breach at	29	Major breach at	58	Hull failure occurs at	115	Current damage is		(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	16	Destroyed at	80	Current damage is		Power Plant #2	Inoperable at	4	Destroyed at	20	Current damage is	
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Active Sensor	10	Processor Unit	<input type="checkbox"/>	Primary Array		Redundant Array	
Active Sensor		Processor Unit	<input type="checkbox"/>	Primary Array		Redundant Array	
Passive Sensor	10	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 <input type="checkbox"/> Gravitational Scanner <input type="checkbox"/> Cartographic Sensor <input type="checkbox"/> Life Sensor <input type="checkbox"/>							

Weapon Mounts						Hull Mounted Equipmen			
Turret 1		Turret 6		Turret 11		Turret 16		LHH-637	<input type="checkbox"/>
x2-1 dbl								LHH-637	<input type="checkbox"/>
Turret 2		Turret 7		Turret 12		Turret 17		Communicator	<input type="checkbox"/>
x2-1 dbl								Communicator	<input type="checkbox"/>
Turret 3		Turret 8		Turret 13		Turret 18			<input type="checkbox"/>
x2-1 dbl									<input type="checkbox"/>
Turret 4		Turret 9		Turret 14		Turret 19			<input type="checkbox"/>
x2-1 dbl									<input type="checkbox"/>
Turret 5		Turret 10		Turret 15		Turret 20			<input type="checkbox"/>
									<input type="checkbox"/>

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

Tactical Action Center		Ship Bridge		Other Bridge		Ordnance Load / Small Craf
Actv Snsr	<input type="checkbox"/>	Captain	<input type="checkbox"/>		<input type="checkbox"/>	
Pass Snsr	<input type="checkbox"/>	Navigator	<input type="checkbox"/>		<input type="checkbox"/>	
Other Snsr	<input type="checkbox"/>	Commo	<input type="checkbox"/>		<input type="checkbox"/>	
Fire Ctrl	<input type="checkbox"/>	Commo	<input type="checkbox"/>		<input type="checkbox"/>	
Fire Ctrl	<input type="checkbox"/>	Helm	<input type="checkbox"/>		<input type="checkbox"/>	
Fire Ctrl	<input type="checkbox"/>	Engineer	<input type="checkbox"/>		<input type="checkbox"/>	8 SR-10 in 2 bays
Fire Ctrl	<input type="checkbox"/>	Engineer	<input type="checkbox"/>		<input type="checkbox"/>	8 submunitions in 2 dispensers
Fire Ctrl	<input type="checkbox"/>	Engineer	<input type="checkbox"/>		<input type="checkbox"/>	1 Lander
Fire Ctrl	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>	1 LH-22 drone in 1 bay
Rmt Pilot	<input type="checkbox"/>	Computer	<input type="checkbox"/>		<input type="checkbox"/>	
Rmt Pilot	<input type="checkbox"/>					
Rmt Pilot	<input type="checkbox"/>					
Flt Ctrl	<input type="checkbox"/>					

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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