

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement: 6		Radiated Signature: 4 (6)	Currently: <input type="checkbox"/>	Crew Comfort: 0	Ship Profile
Ship Class: Nelson-class CG	Armor: 3	Currently: <input type="checkbox"/>	Radial Reflected: 7	Currently: <input type="checkbox"/>	Radial Profile: 0	
Owner: Britain	Screens: 2		Lateral Reflected: 9	Currently: <input type="checkbox"/>	Lateral Profile: +3	

Hull Minor breach at: 14	Hull Major breach at: 29	Hull failure occurs at: 57	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: 10	Destroyed at: 50	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: 10	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:
Active Sensor: <input type="checkbox"/>	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:
Passive Sensor: 6	Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:
Passive Sensor: <input type="checkbox"/>	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 7:	Turret 13:	Turret 19:	Turret 25:	<input type="checkbox"/>	TTA	<input type="checkbox"/>	<input type="checkbox"/>
x1-1 dbl	x1-1 dbl				<input type="checkbox"/>	TTA	<input type="checkbox"/>	<input type="checkbox"/>
Turret 2:	Turret 8:	Turret 14:	Turret 20:	Turret 26:	<input type="checkbox"/>	TTA	<input type="checkbox"/>	<input type="checkbox"/>
x1-1 dbl					<input type="checkbox"/>	TTA	<input type="checkbox"/>	<input type="checkbox"/>
Turret 3:	Turret 9:	Turret 15:	Turret 21:	Turret 27:	<input type="checkbox"/>	TTA	<input type="checkbox"/>	<input type="checkbox"/>
x1-1 dbl					<input type="checkbox"/>	TTA	<input type="checkbox"/>	<input type="checkbox"/>
Turret 4:	Turret 10:	Turret 16:	Turret 22:	Turret 28:	<input type="checkbox"/>	TTA	<input type="checkbox"/>	<input type="checkbox"/>
x1-1 dbl					<input type="checkbox"/>	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
Turret 5:	Turret 11:	Turret 17:	Turret 23:	Turret 29:	<input type="checkbox"/>	Communicator	<input type="checkbox"/>	<input type="checkbox"/>
x1-1 dbl					<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Turret 6:	Turret 12:	Turret 18:	Turret 24:	Turret 30:	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
x1-1 dbl					<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>

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

Tactical Action Center: Actv Snsr: <input type="checkbox"/> Pass Snsr: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Remote: <input type="checkbox"/> Flight Ctrl: <input type="checkbox"/> Flight Ctrl: <input type="checkbox"/> Command: <input type="checkbox"/> Command: <input type="checkbox"/>	Ship Bridge: Captain: <input type="checkbox"/> Navigator: <input type="checkbox"/> Commo: <input type="checkbox"/> Commo: <input type="checkbox"/> Commo: <input type="checkbox"/> Commo: <input type="checkbox"/> Commo: <input type="checkbox"/> Helm: <input type="checkbox"/> Engineer: <input type="checkbox"/> Computer: <input type="checkbox"/> Computer: <input type="checkbox"/> Computer: <input type="checkbox"/> Computer: <input type="checkbox"/>	Other Bridge: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Ordnance Load: Turrets are not UTES equippec 10 Ritage-2 missiles in 4 bays: 2 <i>Commando</i> -class landers in 1 hange (launch 1 lander / 5 turns)
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DAMAGE CONTROL:	Created by Terry A. Kuchta version 2.1, © 2007 Based on a form by GDW / FFE.	Crew Quality: <input type="checkbox"/> Currently: <input type="checkbox"/>
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