

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement / Drive: <input type="text" value="2"/>		Radiated Signature: <input type="text" value="5"/>	Currently: <input type="checkbox"/>	Crew Comfort: <input type="text" value="0"/>	Ship Profile
Ship Class: Sarah Anna-class Freighter	Armor: <input type="checkbox"/>	Currently: <input type="checkbox"/>	Radiated Reflected: <input type="text" value="8"/>	Currently: <input type="checkbox"/>	Radiated Profile: <input type="text" value="+1"/>	
Owner: Foxx Industries, Civilian	Screens: <input type="checkbox"/>		Lateral Reflected: <input type="text" value="10"/>	Currently: <input type="checkbox"/>	Lateral Profile: <input type="text" value="+2"/>	

Hull Minor breach at: <input type="text" value="7"/>	Hull Major breach at: <input type="text" value="14"/>	Hull failure occurs at: <input type="text" value="27"/>	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: <input type="text" value="6"/>	Destroyed at: <input type="text" value="26"/>	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 Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:		
Active Sensor Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:		
Passive Sensor Processor Unit: <input type="checkbox"/>	Primary Array:	Redundant Array:		
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Navigation Rada: <input type="checkbox"/>	Deep Space Scanner:	Gravitational Scanner:	Cartographic Sensor: <input type="checkbox"/>	Life Sensor: <input type="checkbox"/>

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

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

Computer System:	Hanger Deck 1:	Missile Bay 1:
Targeting Computer:	Hanger Deck 2:	Missile Bay 2:
Life Support:	Hanger Deck 3:	Missile Bay 3:
Continuous:	Hanger Deck 4:	Missile Bay 4:
Drone Bay:	Hanger Deck 5:	Missile Bay 5:

Tactical Action Center:	Ship Bridge: Captain, Navigator, Commo, Helm, Computer	Other Bridge:	Ordnance Load / Small Craf: Hanger Deck holds 2x Amaray LNI
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DAMAGE CONTROL:	Created by Terry A. Kuchta, © 2006 version 2.0 Based on a form by GDW / FFE.	Crew Quality: <input type="text"/> Currently: <input type="text"/>
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