

## 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="4"/>	Currently <input type="checkbox"/>	Crew Comfort <input type="text" value="0"/>	Ship Profile
Ship Class <b>Tiegra-class Freighter</b>	Armor <input type="checkbox"/>	Currently <input type="checkbox"/>	Radiated Reflected <input type="text" value="4"/>	Currently <input type="checkbox"/>	Radiated Profile <input type="text" value="-1"/>	
Owner <b>Argentina</b>	Screens <input type="checkbox"/>		Lateral Reflected <input type="text" value="7"/>	Currently <input type="checkbox"/>	Lateral Profile <input type="text" value="+5"/>	

Hull	Minor breach at <input type="text" value="3"/>	Major breach at <input type="text" value="7"/>	Hull failure occurs at <input type="text" value="13"/>	Current damage is <input type="text"/>	<i>(minor breach → armor to ½, no masking, +1 reflected) (major breach → armor to 0, doubles radiated &amp; reflected)</i>
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Power Plant #1	Inoperable at <input type="text" value="3"/>	Destroyed at <input type="text" value="16"/>	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	
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	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 <input type="checkbox"/>	Targeting Computer <input type="checkbox"/>	Life Support <input type="checkbox"/>	Continuous <input type="checkbox"/>	Drone Bay <input type="checkbox"/>	Now At <input type="checkbox"/>
Hanger Deck 1 <input type="checkbox"/>	Hanger Deck 2 <input type="checkbox"/>	Hanger Deck 3 <input type="checkbox"/>	Hanger Deck 4 <input type="checkbox"/>	Hanger Deck 5 <input type="checkbox"/>	Missile Bay 1 <input type="checkbox"/>
					Missile Bay 2 <input type="checkbox"/>
					Missile Bay 3 <input type="checkbox"/>
					Missile Bay 4 <input type="checkbox"/>
					Missile Bay 5 <input type="checkbox"/>

Tactical Action Center	Ship Bridge	Other Bridge	Ordnance Load / Small Craf
	Captain Navigator Commo Helm Computer		

DAMAGE CONTROL	Created by Terry A. Kuchta, © 2006 version 2.0 Based on a form by GDW / FFE.	Crew Quality <input type="text"/>
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