

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

Ship Name		Movement / Drive	5		Radiated Signature	2 (5)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Adelaide-class DD	Armor	3	Currently	Radial Reflected	5	Currently	Radial Profile	-1	
Owner	Australia	Screens	0		Lateral Reflected	6	Currently	Lateral Profile	0	

Hull	Minor breach at	13	Major breach at	25	Hull failure occurs at	50	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	6	Destroyed at	26	Current damage is		Power Plant #2	Inoperable at		Destroyed at		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		Communicator	<input type="checkbox"/>
x2 +0								Communicator	<input type="checkbox"/>
Turret 2		Turret 7		Turret 12		Turret 17		Communicator	<input type="checkbox"/>
x2 +0								TTA	<input type="checkbox"/>
Turret 3		Turret 8		Turret 13		Turret 18		TTA	<input type="checkbox"/>
x2 +0								Grapeshot Dispense	<input type="checkbox"/>
Turret 4		Turret 9		Turret 14		Turret 19		Grapeshot Dispense	<input type="checkbox"/>
x2 +0									<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		Hanger Deck 1	
Targeting Computer		Hanger Deck 2	
Life Support		Hanger Deck 3	
Continuous		Hanger Deck 4	
Drone Bay		Hanger Deck 5	
		Missile Bay 1	
		Missile Bay 2	
		Missile Bay 3	
		Missile Bay 4	
		Missile Bay 5	

Tactical Action Center	Ship Bridge	Other Bridge	Ordnance Load / Small Craf
Actv Snsr Pass Snsr Fire Ctrl Fire Ctrl Fire Ctrl Fire Ctrl Fire Ctrl Fire Ctrl Rmt Pilot Rmt Pilot Rmt Pilot Flight Ctrl Cmd Staff	Captain Navigator Commo Helm Computer Computer		Turrets are not UTES equippec  12 LAAM-101 missiles in 3 bays  OLL-29-class lander in 1 deck  48 Grapeshot submunitions in 2 disp

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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