

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement / Drive: 2		Radiated Signature: 4 (5)	Currently: <input type="checkbox"/>	Crew Comfort: 0	Ship Profile
Ship Class: Espirito Santo-class DD	Armor: 4	Currently: <input type="checkbox"/>	Radiated Reflected: 9	Currently: <input type="checkbox"/>	Radiated Profile: +1	
Owner: Brazil	Screens: 1		Lateral Reflected: 15	Currently: <input type="checkbox"/>	Lateral Profile: +5	

Hull Minor breach at: 5	Hull Major breach at: 10	Hull failure occurs at: 20	Current damage is: <input type="text"/>	(minor breach → armor to ½, no masking, +1 reflected) (major breach → armor to 0, doubles radiated & reflected)
--------------------------------	---------------------------------	-----------------------------------	---	--

Power Plant #1 Inoperable at: 16	Destroyed at: 80	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"/>
---	-------------------------	---	--	------------------------------------	---

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: 5	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 x2 -3	Turret 6	Turret 11	Turret 16	Turret 21	Turret 26	Communicator	<input type="checkbox"/>
Turret 2 x2 -3	Turret 7	Turret 12	Turret 17	Turret 22	Turret 27	TTA	<input type="checkbox"/>
Turret 3 x2 -3	Turret 8	Turret 13	Turret 18	Turret 23	Turret 28	TTA	<input type="checkbox"/>
Turret 4 x2 -3	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"/>	+1 Now At	Hanger Deck 1:	Missile Bay 1:		
Targeting Computer: <input type="checkbox"/>		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 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"/> Remote: <input type="checkbox"/>	Ship Bridge Captain: <input type="checkbox"/> Navigator: <input type="checkbox"/> Commo: <input type="checkbox"/> Commo: <input type="checkbox"/> Helm: <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"/>	Ordnance Load / Small Craf Turrets are not UTES equippec 30 AAS-4 in 5 bays
---	--	---	--

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"/>
-----------------	--	--