

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement Drive: <input type="text" value="4"/>	Radiated Signature: <input type="text" value="2 (5)"/> <input type="checkbox"/> Currently	Crew Comfort: <input type="text" value="0"/>	Ship Profile
Ship Class: <input type="text" value="Maréchal Foch-class DD"/>	Armor: <input type="text" value="4"/> <input type="checkbox"/> Currently	Radial Reflected: <input type="text" value="6"/> <input type="checkbox"/> Currently	Radial Profile: <input type="text" value="0"/>	
Owner: <input type="text" value="France"/>	Screens: <input type="text" value="0"/>	Lateral Reflected: <input type="text" value="6"/> <input type="checkbox"/> Currently	Lateral Profile: <input type="text" value="0"/>	

Hull Minor breach at: <input type="text" value="15"/>	Hull Major breach at: <input type="text" value="30"/>	Hull failure occurs at: <input type="text" value="59"/>	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="8"/>	Destroyed at: <input type="text" value="40"/>	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: <input type="text" value="7"/> 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: <input type="text" value="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 6:	Turret 11:	Turret 16:	Turret 21:	Turret 26:	Communicator: <input type="checkbox"/>	<input type="checkbox"/>
Turret 2:	Turret 7:	Turret 12:	Turret 17:	Turret 22:	Turret 27:	Communicator: <input type="checkbox"/>	<input type="checkbox"/>
Turret 3:	Turret 8:	Turret 13:	Turret 18:	Turret 23:	Turret 28:	<input type="checkbox"/>	<input type="checkbox"/>
Turret 4:	Turret 9:	Turret 14:	Turret 19:	Turret 24:	Turret 29:	<input type="checkbox"/>	<input type="checkbox"/>
Turret 5:	Turret 10:	Turret 15:	Turret 20:	Turret 25:	Turret 30:	<input type="checkbox"/>	<input type="checkbox"/>

Critical Hits (see variant rules for explanation of damage impact)					
Computer System: <input type="checkbox"/>	Hanger Deck 1:	Missile Bay 1:			
Targeting Computer: <input type="checkbox"/> <input type="text" value="+2"/> <input type="checkbox"/> Now At	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"/> Rmt Pilot <input type="checkbox"/> Rmt Pilot <input type="checkbox"/>	Ship Bridge: Captain <input type="checkbox"/> Navigator <input type="checkbox"/> Commo <input type="checkbox"/> Helm <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: 6 Ritage-2 in 1 bay
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DAMAGE CONTROL:	Created by Terry A. Kuchta, © 2004 version 2.0 Based on a form by GDW / FFE.	Crew Quality: <input type="text"/> <input type="checkbox"/> Currently
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