

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement / Drive	5		Radiated Signature	2 (4)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Kiev-class DD	Armor	4	Currently	Radial Reflected	5	Currently	Radial Profile	-1	
Owner	Ukraine, Australia	Screens	2		Lateral Reflected	6	Currently	Lateral Profile	-1	

Hull	Minor breach at	32	Major breach at	64	Hull failure occurs at	128	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	12	Destroyed at	60	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		-1 range per point of damage	Redundant Array		-1 range per point of damage
Active Sensor		Processor Unit	<input type="checkbox"/>	Primary Array		-1 range per point of damage	Redundant Array		-1 range per point of damage
Passive Sensor	5	Processor Unit	<input type="checkbox"/>	Primary Array		-1 range per point of damage	Redundant Array		-1 range per point of damage
Passive Sensor		Processor Unit	<input type="checkbox"/>	Primary Array		-1 range per point of damage	Redundant Array		-1 range per point of damage
Navigation 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 +1								Communicator	<input type="checkbox"/>
Turret 2		Turret 7		Turret 12		Turret 17		Communicator	<input type="checkbox"/>
x2 +1								TTA	<input type="checkbox"/>
Turret 3		Turret 8		Turret 13		Turret 18		TTA	<input type="checkbox"/>
x2 +1								TTA	<input type="checkbox"/>
Turret 4		Turret 9		Turret 14		Turret 19		TTA	<input type="checkbox"/>
x2 +1								TTA	<input type="checkbox"/>
Turret 5		Turret 10		Turret 15		Turret 20			<input type="checkbox"/>
x2 +1									<input type="checkbox"/>
									<input type="checkbox"/>

Critical Hits (see variant rules for explanation of damage impact)			
Computer System	<input type="checkbox"/>	Hanger Deck 1	
Targeting Computer	<input type="checkbox"/>	Hanger Deck 2	
Life Support	<input type="checkbox"/>	Hanger Deck 3	
Continuous	<input type="checkbox"/>	Hanger Deck 4	
Drone Bay	<input type="checkbox"/>	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 Turrets are not UTES equippec 15 Glowworm missiles in 3 bay:
Actv Snsr Pass Snsr Fire Ctrl Fire Ctrl Fire Ctrl Fire Ctrl Fire Ctrl Rmt Pilot Rmt Pilot Rmt Pilot	Captain Navigator Commo Helm Engineering Computer Computer	Computer Computer Computer Computer Computer Computer Computer Computer Computer Computer	

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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