

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement	6		Radiated Signature	3 (6)	Currently	Crew Comfort	0	Ship Profile
Ship Class	Robust-class DD	Armor	3	Currently	Radial Reflected	5	Currently	Radial Profile	-1	
Owner	Britain	Screens	3		Lateral Reflected	5	Currently	Lateral Profile	0	

Hull	Minor breach at	24	Major breach at	48	Hull failure occurs at	96	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		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"/>
				<input type="checkbox"/>	Cartographic Sensor	<input type="checkbox"/>	Life Sensor	<input type="checkbox"/>

Weapon Mounts					Hull Mounted Equipment						
Turret 1		Turret 7		Turret 13		Turret 19		Turret 25		TTA	<input type="checkbox"/>
x2 +1										TTA	<input type="checkbox"/>
Turret 2		Turret 8		Turret 14		Turret 20		Turret 26		Communicator	<input type="checkbox"/>
x2 +1										Communicator	<input type="checkbox"/>
Turret 3		Turret 9		Turret 15		Turret 21		Turret 27		Communicator	<input type="checkbox"/>
x2 +1										Communicator	<input type="checkbox"/>
Turret 4		Turret 10		Turret 16		Turret 22		Turret 28		Communicator	<input type="checkbox"/>
x2 +1										Communicator	<input type="checkbox"/>
Turret 5		Turret 11		Turret 17		Turret 23		Turret 29			<input type="checkbox"/>
											<input type="checkbox"/>
Turret 6		Turret 12		Turret 18		Turret 24		Turret 30			<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
Actv Snr	Captain		Turrets are UTES equipped
Pass Snr	Navigator		15 Ritage-2 missiles in 3 bays
Fire Ctrl	Commo		
Fire Ctrl	Helm		
Fire Ctrl	Engineer		
Fire Ctrl	Computer		
Fire Ctrl	Computer		
Remote	Computer		
Remote			
Remote			

DAMAGE CONTROL		Created by Terry A. Kuchta version 2.1, © 2007 Based on a form by GDW / FFE.	Crew Quality	<input type="checkbox"/>	Currently	<input type="checkbox"/>
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