

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name		Movement / Drive	3		Radiated Signature	4	Currently	Crew Comfort	0	Ship Profile
Ship Class	Aconit-class FF	Armor	2	Currently	Radial Reflected	4	Currently	Radial Profile	-1	
Owner	France, Australia, Bavaria, Russia	Screens	0		Lateral Reflected	4	Currently	Lateral Profile	-1	

Hull	Minor breach at	9	Major breach at	18	Hull failure occurs at	34	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	4	Destroyed at	20	Current damage is		Power Plant #2	Inoperable at		Destroyed at		Current damage is	
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Active Sensor	7	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
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"/>
x1 dbl								Communicator	<input type="checkbox"/>
Turret 2		Turret 7		Turret 12		Turret 17		TTA	<input type="checkbox"/>
x1 dbl								TTA	<input type="checkbox"/>
Turret 3		Turret 8		Turret 13		Turret 18			<input type="checkbox"/>
									<input type="checkbox"/>
Turret 4		Turret 9		Turret 14		Turret 19			<input type="checkbox"/>
									<input type="checkbox"/>
Turret 5		Turret 10		Turret 15		Turret 20			<input type="checkbox"/>
									<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: Actv Snsr <input type="checkbox"/> Pass Snsr <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 Turrets are not UTES equippec 2 Ritage-1 missiles in 1 bay or 1 Ritage-1 and 1-Ritage-2 in 1 ba or 2 Silka missiels in 1 bay or 2 SR-9 or SR-10 missiles 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="checkbox"/> Currently <input type="checkbox"/>
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