

SHIP STATUS SHEET (Version: Alternative Component Hit Values)

Ship Name: <input type="text"/>	Movement / Drive: 4		Radiated Signature: 3	Currently: <input type="checkbox"/>	Crew Comfort: 0	Ship Profile
Ship Class: Ipiranga-class FF	Armor: 2	Currently: <input type="checkbox"/>	Radiated Reflected: 4	Currently: <input type="checkbox"/>	Radiated Profile: -2	
Owner: Brazil	Screens: 0		Lateral Reflected: 8	Currently: <input type="checkbox"/>	Lateral Profile: +1	

Hull Minor breach at: 3	Hull Major breach at: 6	Hull failure occurs at: 10	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: 2	Destroyed at: 6	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: 8	Processor Unit: <input type="checkbox"/>	Primary Array:	-1 range per point of damage	Redundant Array:	-1 range per point of damage
Active Sensor: <input type="checkbox"/>	Processor Unit: <input checked="" 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: <input type="checkbox"/>	Processor Unit: <input checked="" 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 Equipment	
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:	TTA: <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"/>

Computer System: <input type="checkbox"/>	Targeting Computer: <input type="checkbox"/>	Life Support: <input type="checkbox"/>	Continuous: <input type="checkbox"/>	Drone Bay: <input type="checkbox"/>	Hanger Deck 1:	Hanger Deck 2:	Hanger Deck 3:	Hanger Deck 4:	Hanger Deck 5:	Missile Bay 1:	Missile Bay 2:	Missile Bay 3:	Missile Bay 4:	Missile Bay 5:
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Tactical Action Center Actv Snsr: <input type="checkbox"/> Pass Snsr: <input type="checkbox"/> Fire Ctrl: <input type="checkbox"/> Remote: <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"/>	Other Bridge <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Ordnance Load / Small Craf Turrets are not UTES equippec 3 AAS-2B missiles in 1 bay or 2 AAS-5 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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